

MISSION: IMPOSSIBLE



THE OFFICIAL STRATEGY GUIDE

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ABOUT THIS BOOK

MISSION: IMPOSSIBLE

THE OFFICIAL STRATEGY GUIDE

CREDITS

Author

ERIC WINDING

Production, Layout & Design

DAVID SILVIERA

TIM LINDQUIST

Publisher

DAVID WINDING

Published by

DIMENSION
P·U·B·L·I·S·H·I·N·G

ERIC'S ACKNOWLEDGEMENTS:

I'D LIKE TO GIVE A BIG OL' "THANK YOU" TO MIKE MANTARRO OF THE BOHLE COMPANY, THE FOLKS THAT HANDLE OCEAN'S PR. MIKE WAS A GOOD ENOUGH SPORT TO PUT UP WITH MY 'WHO, WHAT, WHERE'S, AND WHY'S', AND ALWAYS WENT ABOVE AND BEYOND THE CALL OF DUTY. TANKS A MILLION, MIKE! THE NEXT BIG THANKS GO TO OUR PRODUCTION WIZARD, DAVE SILVIERA, WHO IS THE PERSON SOLELY RESPONSIBLE FOR MAKING THIS GUIDE LOOK AS FANTASTIC AS IT DOES. GOOD JOB, DAVE! AND FOR THE REST OF THE DIMENSION PUBLISHING STAFF, I'D LIKE TO SAY THANKS FOR LEAVING ME ALONE, AND ALLOWING ME TO GET THIS BOOK OUT ON TIME! AND, ON A PERSONAL NOTE, I'D LIKE TO THANK MY LOVELY WIFE JENNIFER FOR DOING ALL THE "DOUBLE DUTY" WHILE I WAS AT THE OFFICE, UNTIL THE WEE HOURS. SLAVING OVER A HOT COMPUTER, YO, THANKS BABE! AND, LASTLY, I'D LIKE TO THANK MY LITTLE GUY, ADAM, FOR GIVING HIS DADDY ALL OF THOSE BIG SMILES, EVEN WHEN HE WAS AWAKENED AT MIDNIGHT!

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IF YOU'RE A FAN OF INTENSE ACTION, SUSPENSEFUL SLEUTHING, AND INTRIGUING STORY LINES, THEN YOU'LL CERTAINLY BE A BIG FAN OF MISSION: IMPOSSIBLE. LIKE YOU, WE AT DIMENSION PUBLISHING ENJOY A GREAT GAMING EXPERIENCE, AND WE THANK OCEAN OF AMERICA AND INFOGRAMES ENTERTAINMENT FOR PROVIDING THE GAMING WORLD, AND SPECIFICALLY THE NINTENDO 64 OWNERS, A TRUE CLASSIC, IN EVERY SENSE OF THE WORD.

IF YOU'VE ALREADY PURCHASED THE GAME, THEN YOU KNOW HOW HUGE AND LEVEL INTENSE IT IS (THERE ARE, AFTER ALL, FIVE HUGE MISSIONS AND TWENTY DIFFERENT LEVELS). IF YOU ARE GETTING THE GUIDE AND THE GAME AT THE SAME TIME, THEN YOU'RE IN FOR A TREAT AND A GAMING EXPERIENCE THAT WILL CAPTURE YOUR IMAGINATION AS WELL AS A FEW DOZEN HOURS OF YOUR LIFE.

WE WOULD LIKE TO THANK EVERYONE AT OCEAN AND INFOGRAMES FOR CREATING AND BRINGING THIS WONDERFUL GAME TO MARKET — IT TOOK NEARLY THREE YEARS FROM START TO FINISH! THE TIME AND EFFORT SHOWS IN THE DETAIL AND QUALITY OF THIS GAME, AS WE'RE SURE YOU'LL SOON DISCOVER! WITH THAT BEING SAID, WE WOULD LIKE TO LEAVE YOU WITH ONE LAST THOUGHT — THANK YOU AND ENJOY!

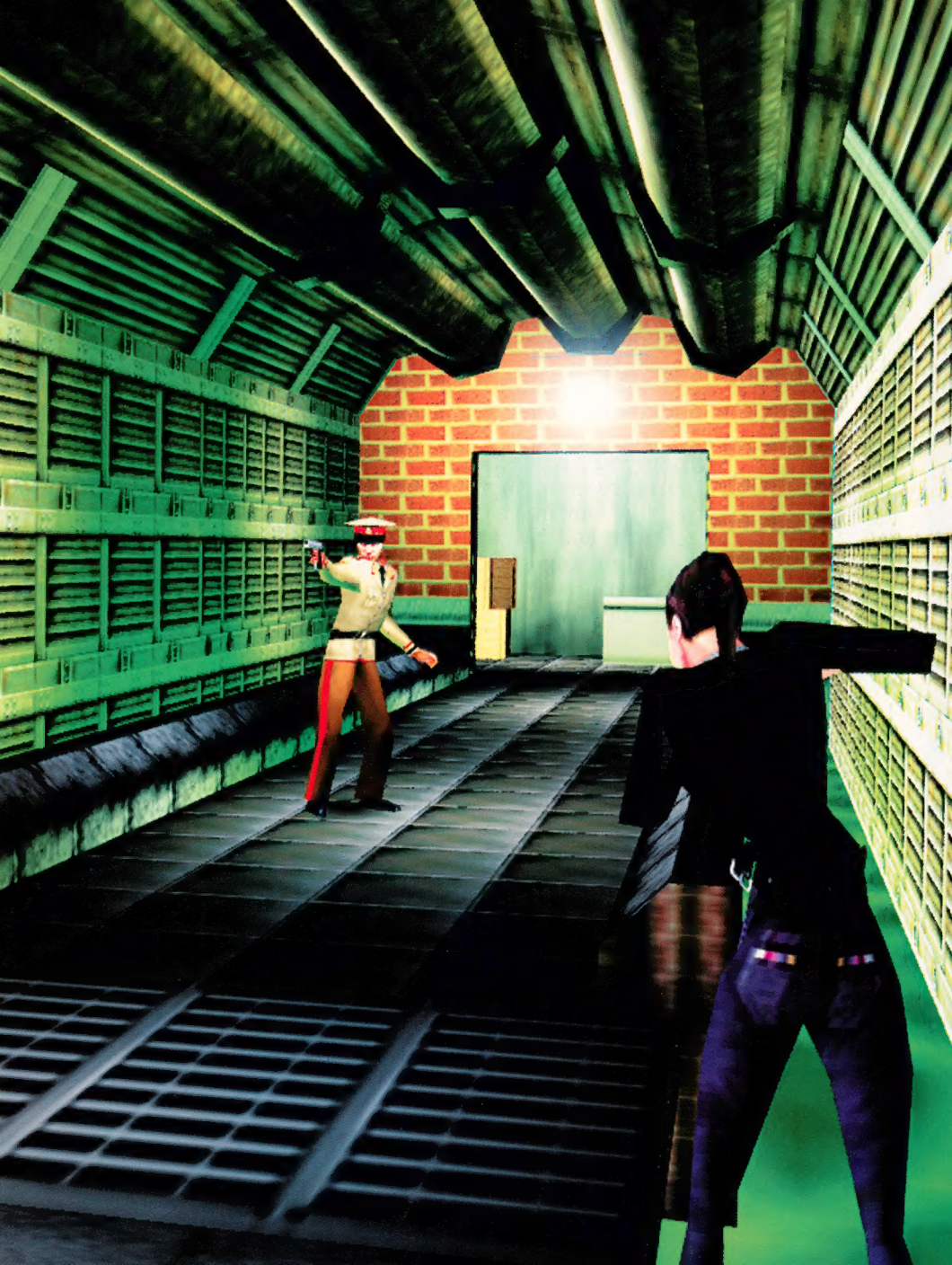
eric



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GETTING STARTED



As you control Ethan Hunt, IMF agent and all around good guy, you will be able to perform a number of different moves, and utilize a variety of special weapons.

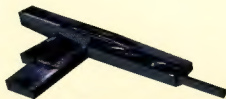
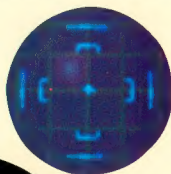
Generally speaking, the gadget ("Communicator") in the lower left hand portion of your viewing box will signal you with a flashing red arrow to indicate that the door in front of you can be opened, or the crate your standing next to can be climbed on. It will also signal you that buttons can be pressed, and basically, you need to react by pressing the 'A' button whenever you see the red flash.



When you hear a beep coming from the Communicator, then you'll need to press the same 'A' button in order to get instructions from the calling party (it could be Candice, Phelps, or one of your partners in the field, Clutter and Dowey), and you'll also want to press the 'A' button to talk to the people you meet.

The radar screen that appears in the top right hand corner generally signals your rendezvous points with a green dot, places to FIND and objects are shown via red dots, and white dots represent areas where you should PLACE an object, such as a mine on a boat. These can be somewhat confusing at

times, especially when you see a half dozen red dots on the radar at once, and you've got get a certain item NOW — where do you go first? Well, that's where this guide really shines, as we show you how to do things step-by-step, so you won't miss a thing, and more importantly, you won't do the WRONG things that will keep you from beating the game.



A couple of quick reminders that will help you through some of the more difficult levels:

1) Always have the next weapon or piece of equipment ready, so you don't have to fumble around for it while somebody is shooting you. The best way to do this is to hit the 'B' button, and move the cursor over the desired weapon. Then, once you run out of ammo or need to place the gas injector, for instance, then you simply tap the 'A' button and you'll do the "quick switch-er-roo", although that's not the official term.

2) Never run up to a bad guy and get in his face. it's best to shoot them from as far away as you can. The closer you get to them, the more likely they are to capture you.

Regarding the 3D world that is Mission: Impossible, you can rotate the camera to help you see things at a different angle. To do this, simply use the D-pad and push left or right. You probably won't need to use this option very often, but it's good to know that it's there should the need arise.

That's about all you need to know in order to get started, so pop that cartridge in the machine and let's see if we can't help Ethan save the world!



SECRETS



There are only three secrets that we are aware of in Mission: Impossible, and they are achieved by beating certain levels without dying and having to start over. You'll get a 9mm Hi Power with 30 rounds in it for the 'Recover NOC List' mission, a 7.65 Silencer with 30 rounds in it for the 'Escape from the CIA' mission, and an Uzi with 30 rounds for completing the 'Mole Hunt' mission. Of course, we have provided the codes for your cheating pleasure — remember, these codes are entered at the level select screen. Note — the codes don't work on the Mole Hunt mission (you're not allowed to shoot the CIA guys with real bullets, only darts).





OPERATION ICE HIT



DIFFICULTY

POSSIBLE

YOUR MISSION IF YOU CHOOSE TO ACCEPT IT...

The first of the five missions in Mission: Impossible contains two training levels, each with three main objectives to be carried out. As this is the beginning, things are relatively straight forward and simple to understand. Should you require the use of the Official Mission: Impossible Strategy Guide at this time, then you have certainly made a wise purchase!



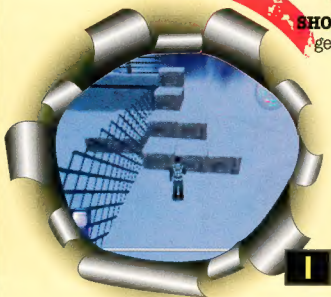
LEVEL 1 - Lundkwist Base

This is the first of the two training levels, the other being Subpen. At the Lundkwist Base, you will need to kill a guard, change into his identity, find an envelope to give to Boris, and then hitch a ride in the back of a truck to make your getaway.



SHOT 1 — As soon as you get off of the boat, head up the crates and jump down to the other side of the fence. By the way, you can check out the water if you want, but Ethan can't swim, so it will be a quick death, and probably the shortest game you've ever played.

SHOT 2 — Stay on the left path and follow the white dot on your radar. This leads to a building. Don't shoot the guard that's ahead of you — no need to excite the locals, just go inside.

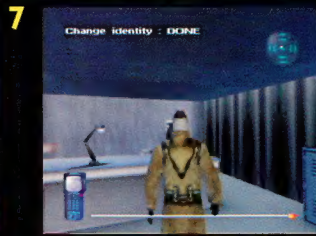




SHOT 3 —
And greet
the guard
with a
bullet to
the nog-
gin.



SHOT 4 —
Once inside,
you'll find
the excuse
on top of
the desk.



SHOTS 5,6,7 — The reason for dragging his body into the building? Simple, it's time to change faces and become one of the bad guys for a minute or two. That's a cool effect, eh? And, you've completed the second objective.



SHOT 8 — Now,
motor on down
through the
gate to the
left, then
head right
toward the
guy walking
around the
military
vehicle. He's
Boris — give
him the let-
ter (excuse).

SHOTS 9,10,11,12 — Boris
will now get into the car.
Give him a second or
two to get the engine
started. You'll see
Clutter crouching
down by the side of
the building on the
left. As soon as the
vehicle starts to
move, run and jump
into the back of it.
Clutter will join you,
and then it's on to the
next mission.



Level 2 - Subpen

At the Subpen, you'll need to find a magnetic bomb, place said bomb on a boat, and then get back to your teammates before you get caught. Oh, and lest we forget, you'll probably need to blow the heads off half a dozen enemies. Thus endeth the second training level.



SHOT 13 — Once you jump off the truck and over to the right, and you will get a message telling you that the red dot on the scanner is the next point of interest. Go to the dot, and get your gun ready, as you will need to wipe off a couple of guards before you go into the building.

SHOT 14 — Once you've gotten rid of the pesky enemies, you can walk right into the building and follow the path to the back room. The magnetic bomb is on the shelf at the back corner.

SHOT 15 — Keep that gun ready. As soon as you exit the building, a guard will be on your left. Wipe him out and then head to the green dot (Clutter). There will be another guard when you round the corner.

SHOT 16 — Straight ahead is John Clutter — give him the bomb.



SHOT 17 — Phelps interrupts the conversation and tells you to destroy a gunboat. It will be the white dot on the scanner.



SHOT 18 — The good news is that the boat is just a little ways in front of you. The bad news is that there's another guard in the way. No problemo, dude!



SHOT 19 — Take the steps on the right, and head down to the water's edge.



SHOT 20 — Place the bomb on the boat and high tail it out of there!

SHOTS 21, 22 — Now, head toward the green dot, and go down the ladder. You'll join the crew and sail away to safety, as explosions go off all around you. Mission accomplished.





RECOVER NOC LIST



— DIFFICULTY

POSSIBLE

YOUR MISSION IF YOU CHOOSE TO ACCEPT IT...

Things get dramatically more challenging in the second mission of Mission: Impossible, and this mission contains no less than seven levels and about 50 different objectives! You'll get to rub elbows with the High Society folks, put out fires, walk in acid, and will accomplish a bunch of other secret agent-worthy duties.



LEVEL 3 - Embassy Function

The third level, and first "real" one, has Ethan attempting seven different objectives—how's that for being thrown to the wolves? You'll get to change into a uniformed stud, wax a woman in red, talk to a piano player, and you'll get to meet and greet several interesting people. Wow—and you get paid for this? Where do I sign up?



SHOT 23 — First thing to do, here in the Embassy, is to place five of the six smoke generators, without any of the security seeing you. The first one is just to your right. If you're not sure where the guard is, just hang out until he comes by. Then, once he has gone around the corner, you can place the device.

SHOT 24 — If you're quick, you can place the second one before the guard makes his way back. If not, just wait for him to pass by. The second air duct is just past the first.

23

24



SHOT 25 — The third ventilation duct is up the hallway, near the two empty brown chairs. Remember, that if the guard is walking down the hallway, even in the other direction, he'll spot you, and it will be "Game Over." So, wait until he's gone.

25



26



27



SHOTS 26, 27 — Down the hallway and to the left will be the ballroom, where the piano man and the bartender hang out. The next vent is on the left — don't worry about that guard at the top of the stairs, he can't spot you.



28

SHOT 28 — The fifth vent generator can be placed in the duct on the other side of the stairs. The Russian couple won't bother you.

SHOTS 29, 30 — Ok, now talk to the barkeep. Hey, that's our friend Dieter! He'll give you the drink and the nausea powder that you'll need to knock out the Ambassador's aide.



29



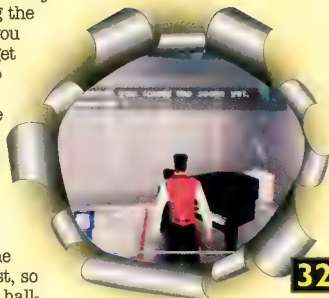
30



SHOT 30 — Check out the chick in the red — she's the one that's trying to kill you, but she won't try anything here, too many people. Heck, she won't even talk to you, but she will follow you.

31

SHOT 32 — Talk to Billy Joel there, tickling the ivories. He'll tell you that you need to get the sheet music to the GLOBORSKAIA March, so that the aide will come down the stairs. Ah ha, something else to find, but we'll worry about that later. You've got to get rid of the woman in red, first, so head on down the hallway



32

SHOT 33 — Talk to the couple sitting in the chairs, and they'll tell you that the woman in red says you're a movie star. What? And she's following you!



33

SHOT 34 — Continue down the hallway, talk to other couple if you want, but they're Russian, and it's not much of a conversation. Go down into the bathroom, and get ready to take out the lady in red.



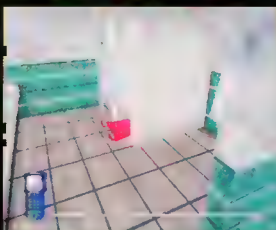
34

SHOTS 35, 36, 37 — I recommended just punching her. But, make sure the guard is nowhere around. Now, you'll drag her into one of the stalls. Just be sure to close the door when you're done!

35



36



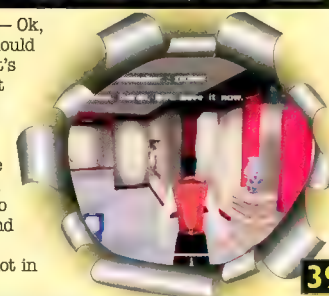
37



SHOT 38 — Now that the unpleasantness is done with, you can make your way up to Sarah and get the facemaker. Leave the bathroom and take a left at the wall. She'll be by the vases, talking to someone. Walk away, come back a few seconds later, and interrupt them again. Now, you'll get the story about being a Hollywood star. Apparently, the indisposed Ms. Red talked to everybody!

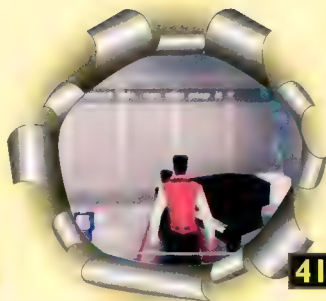
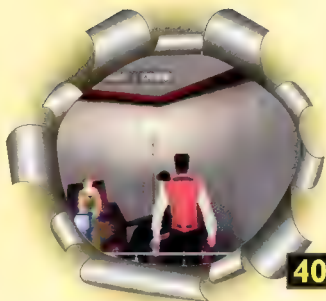
38

SHOT 39 — Ok, now he should leave, so it's time to get in and get that facemaker! Make sure the guy in the Tuxedo is gone, and that the guard is not in sight.



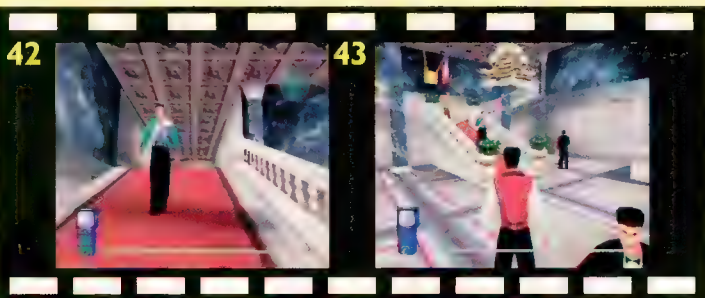
39

SHOT 40 — Now, back to the couple sitting in the brown chairs, just up and to the right. Talk to them, and then grab the score that's by on the guy's chair.

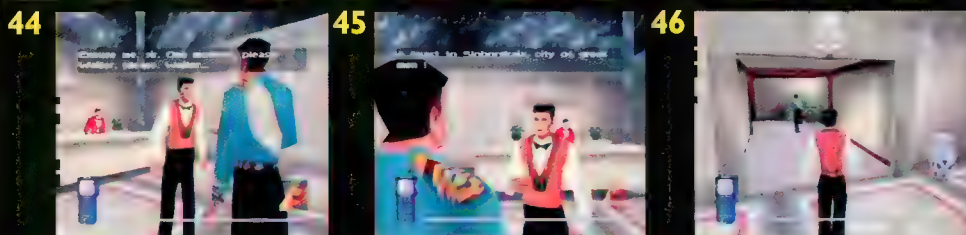


SHOT 41 — Head back over to the guy at the piano, and give him the score. Everybody dance!

SHOTS 42,43 — Just like the Pied Piper, here comes the Ambassador's aide to the party.

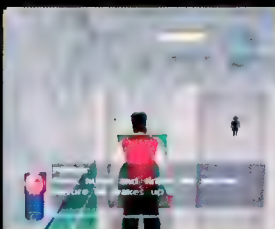


SHOTS 44,45,46 — Offer the aide a drink, specifically the one with the nausea powder, and then watch him get sick and run to the bathroom! Boy, that stuff works quick!



SHOTS 47,48 — Follow the sicky to the restroom, and then knock him out cold. You can do it with the dart, or, again, I recommended just whomping him upside the head a couple of times.

49



50



51



SHOTS 49,50,51,52 — Ok, Phelps comes on the radio and says to hurry up, so quickly change faces, and presto — you are The Man. That's just sooo cool.



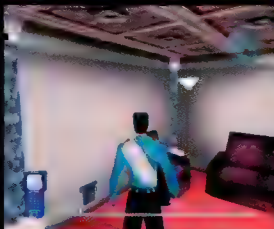
52

SHOT 53 — Now head back to the ballroom floor, but first, take a moment to admire the nice painting of your dad.



53

54



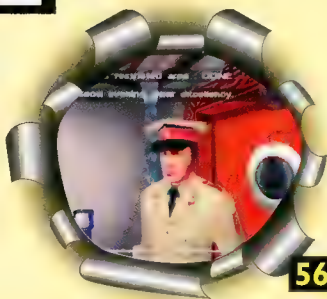
55



SHOTS 54,55 — Head back into the ballroom, up the stairs, and go to the left. You are now free to place the last smoke generator. Piece of cake.



SHOT 56 — Now, go back to the right, past the guard at the top of the stairs, and up to the other side. You're outta here, and onto the next level!



56

LEVEL 4 - Embassy Warehouse

Down in the Embassy Warehouse, you'll run across a foul and lethal toxic gas. Obviously, you'll want to get a chemical suit, and quickly, to help keep you alive, so you can accomplish the two main objectives—get the key and get the heck out of this mutant making maze.



57



58



SHOTS 57, 58— When you step out of the elevator, this guard will greet you. Give him the ol' judo chop-choop, and then pick up his pill.

SHOT 59— Blast a crate so you can get by. What's this? Toxic gas! Grud, we're going to need a gas mask or a Radon suit to protect us.

SHOT 60— Jump the crate, shoot the guard on the left, and then blast the crates at the end of the hall. There's a health pill in the box on the wall, grab it!

59

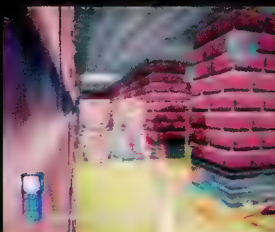


61

SHOT 61— Back down the hallway to the far right is another health pill.

60

62



63



64



SHOTS 62,63,64 — Ok, shoot the crates in the middle of the hall, and then face toward your right. The box on the bottom right contains the chemical protection suit. Cool. Of course, now the bad guys know you're not on their team, because you're wearing a yellow suit, and they wear green! So, shoot to kill!

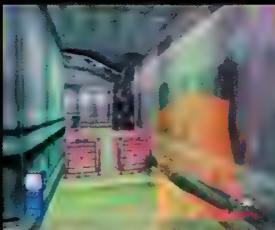


SHOT 65 — Keep going to the right, and shoot the boxes, a guard will come out from behind them, so get ready to eliminate him.

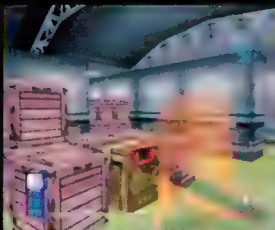


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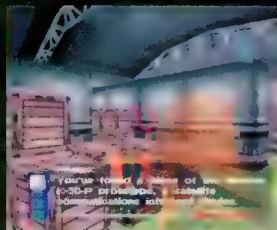
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67



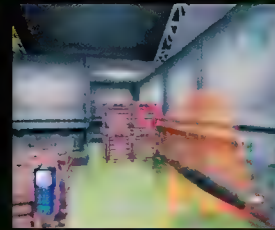
68



SHOTS 66,67,68 — Shoot the box in front of you, and then jump the pool of toxic waste. There's an odd looking box on your left. Blast it and then Phelps will come on to tell you that there are four more just like it in the warehouse. So, now, besides finding the key and getting out of here, we must first destroy the other four K-30-P's.

SHOTS 69,70 — Shoot out the boxes to the left of the health box, then kill the guard on the other side of the boxes.

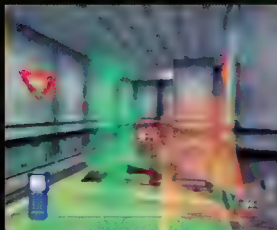
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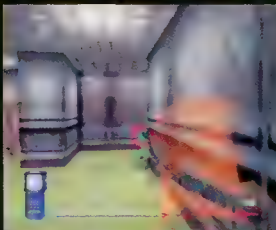
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71



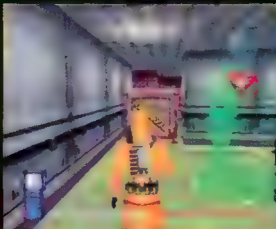
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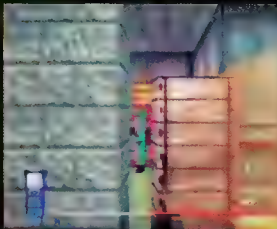
SHOTS 71,72 — There will be a pool of green goo on your right, and you'll see another one of the K-30-P boxes behind it. Blast the boxes and then jump over the toxic waste. When you land, there will be a guard on your right. Zoom in and go for the kill!

SHOTS 73,74 — Jump back over the toxic waste, and head to the right. Shoot the big box and then take a right and shoot the next big box. Zoom in and pick off the guard against the back wall. Walk to where he was and pick up his ammo.

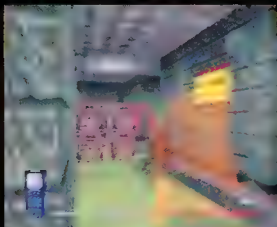
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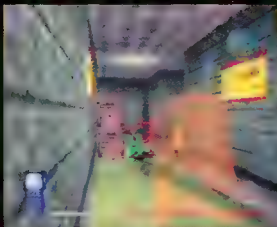
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75



76



77



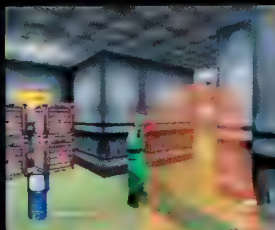
SHOTS 75,76,77 — Shoot the crates in front of you, then take a left, and then another left (a u-turn). You should see four boxes and a K-30-P box. Two down, two to go. Oh, yeah, there's a guard behind those boxes, so pick him off, too. He's the one with the key out of here.



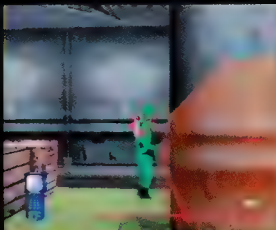
78

SHOT 78 — Go back to the right, and then another right, to where the four boxes block the pool of goo. Take out a couple of boxes and jump across. There will be a guard to your right.

79



80



SHOTS 79,80 — Two steps further and you'll see another guard to the right. Wax him and then continue to the right. Stop at the corner and zoom in for the kill on the next guy. Now, knock out a couple of the boxes and jump over the goo.

81



82



SHOTS 81,82 — Take out the two boxes on the far end (right) of the pool of goo, and then jump across. The last K-30-P and the exit are right around the corner.

LEVEL 5 - K.G.B. HQ

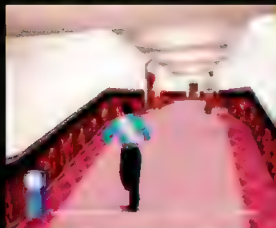
There's lots to do in the K.G.B. HQ, besides the usual slumber parties and Easter egg hunts. This level gives you 8 new objectives, some nifty little devices, nice artwork with funny buttons, a secret room, a dying IMF agent, and the chance to change into a really cool K.G.B. officer. They should make a movie out of this stuff!



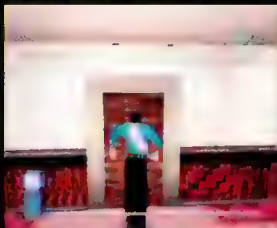
SHOT 83 — As you enter the K.G.B. HQ, you'll change back into the Ambassador's aide.



84



85



SHOTS 84,85 — Take a left out of the elevator, and go to the room at the end of the hallway. Don't worry about anybody stopping you. As long as you keep the gun hidden, you're OK.

SHOTS 86,87 — Enter the room and talk to Barnes, quick, before he expires. He'll give you a little info, but then fade into the sunset. Just to make sure he's no longer in the material world, you might want to give him a couple of quick jabs to the head. It's good for a chuckle, anyway.

86



87



SHOTS 88,89 — Leave the closet and head toward the Head Security Officer's office. It's the room next to the elevator. If you had stopped and asked to get in earlier, the guard at the door would have said "No", but now he'll let you in.

88



SHOT 88 — Exit Barne's room and take a left. Go down the hallway, turn left, and go into the supply closet. You'll find the facemaker cartridge in here.

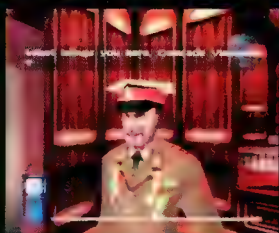
89



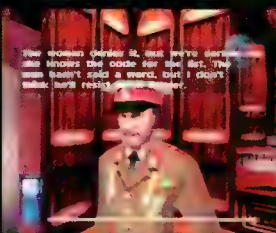
90



91



92



93

**SHOTS 91,92,93,94 —**

Talk to the Big Cheese for a moment or two, and then wax him with a quick one-two combo to the head. Then drag his sorry-butt behind the desk, and get ready to do that voodoo magic thing with the facemaker.



94



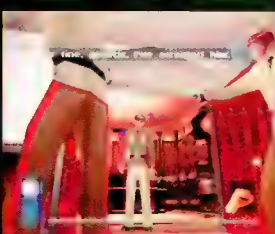
95

SHOT 95 — But, first, go to the other side of the desk and grab the dart-gun.

96



97



SHOTS 96,97 — After you take out the big cheese, the alarm will sound. Quickly change into the head honcho, then open the double doors and tell the guards that all is hunky-dory.

SHOTS 98,99,100 — Walk over to the bookcase to the left of the desk, (the one with the family portrait), push a button on the left side and watch the painting slide over to the left, exposing a red button. Just don't stand there — push the red one! Turn around to see the bookcase on the other side slide to the left. There's a door back there with a couple of guards behind it. We'll come back for them in a minute.

98



99

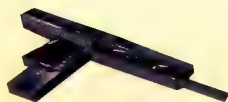


100





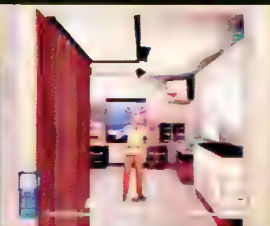
SHOT 101 — First, we need to go get the video freezer. Put the gun away, go straight out the door, and take a right into the first room. This is where Candice is locked up, but we'll get her later. Just grab the video freezer on the side of the desk and leave the room.



101

SHOTS 102, 103 — OK, now it's time to waste those guards. Go back to the security officer's room, get the dartgun ready, and pick off the guy straight ahead first. Then, gently slide to the left and tag the guy by the computer. Ah, he didn't stand a chance!

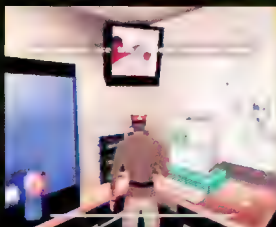
102



103



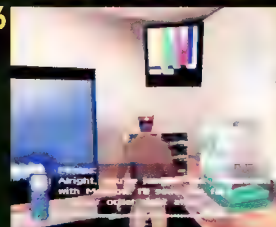
104



105



106



SHOTS 104, 105, 106, 107 — The game gives you a nice little prompt on where to put the freezer. So, do what it says. Then Phelps will come on and tell you that you can go pick up the phony release orders. As you leave the room, be sure and grab the "exit pass-card" from the end of the table (on the right).



107

SHOT 108 — Before you go back outside, be sure to close the secret room and put away the dartgun. If the guards noticed that you left the secret doors open, they'd get on you like white on rice.

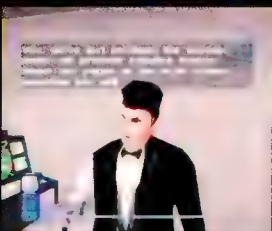


108

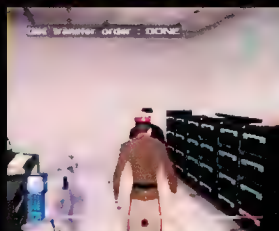
109



110



111

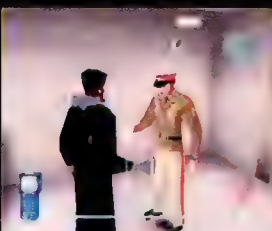


SHOTS 109,110,111 — Exit the room and make a left. Go down the hallway, to the end, and make a left. Enter that room on the right. This is the communications room, and the dude on the right will give you the fake orders.

112



113



114



SHOTS 112,113,114 — Now it's back to the room with Candice (exit right, take a right, and enter door on left). The look on that KGB guy's face is priceless, isn't it? Give the guard the transfer order and exit the room with Candice.



115

SHOT 115 — Hey, what's the big idea? WE got all the funny lines and here, Ms. Secret Agent! Take Candice to the right, and then the left. Use the passcard to exit the building.



LEVEL 6 - Security Hallway

This level is pretty simple and very short, although some of you with a lack of jumping ability may have a problem! Simply put, your goal is to get Candice past the electrified floors. But, first, you have to do it, and you'll need to shoot some pesky guards at the same time.



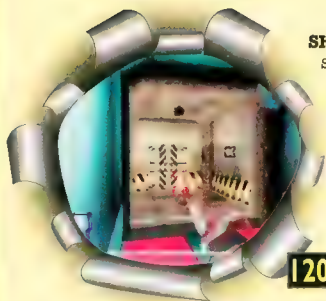
SHOTS 116, 117 — Before you leave Candice to do her thing, talk to her and make sure she gets the floors ready. If you don't talk to her, the floors won't glow red in the danger areas.

SHOT 118 — Make your way across the first set of tiles, jumping over the red ones. After the first jump, a guard will come out from behind the door on the left. Zoom in and pick him off.



SHOT 119 — The same rule applies for floor #2.

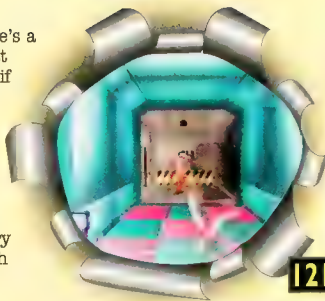




SHOT 120 — Yup, same thing here on #3.

120

SHOT 121 — There's a pattern here, I just know it! Anyway, if you're having trouble clearing the red squares, try this trick; simply jump first, then push forward on the control stick. Don't try to press them both at the same time.

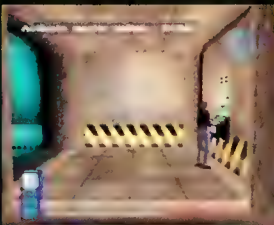


121

122



123



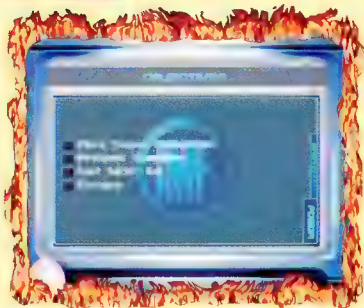
124



SHOTS 122, 123, 124 — The last floor is the same as the others. Go across, activate the switch, and watch Candice come running home to Daddy!

LEVEL 7 - Sewage Control

It's time to go to the depths of the green sewer goo (not to be confused with the green toxic goo) and locate the super-computer. Then, you can pick up that NOC list everybody seems to want, but, if you let Candice get out of your sight for too long, she'll probably end up dead. So, let's try to keep an eye on her, huh?



SHOT 125 — As soon as Candice opens up the sewer door, there's a guard that needs to be disposed of. Make sure no harm comes to Candice, or the mission will be over!



125

SHOT 126 — There's a guard across the way standing watch over the terminal. Zoom in on him and get him out of the way.



126

SHOT 127 — When the moving platform gets near, jump on it and take it across to the terminal. Press the button on the keyboard and watch as a column comes down.



127

SHOT 128 — When you lower the column, a guard approaches Candice. Quickly zoom in and take him out — you need to be quick about it!



128

SHOT 129 — Next, another guard, this one on your right, will try to take pop shots at Candice. Get rid of him, quickly!

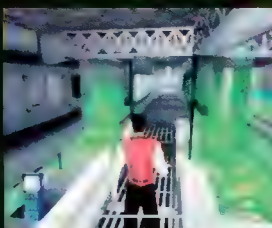


129



SHOTS 130, 131, 132 — Take the moving platform back to the middle, and WALK off of it and onto the ramp (don't jump, you'll probably miss). Go down the corridor, and get ready to take out the guard on your right. Turn around and walk to the other end. You'll find some ammo from the guy you killed earlier.

130



131



132

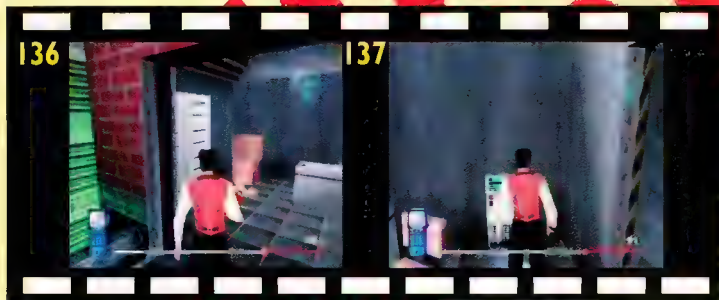
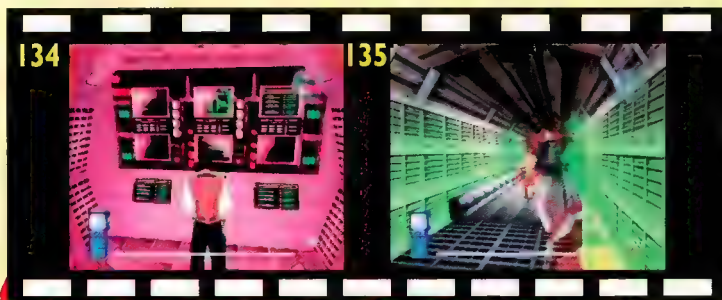




SHOT 133 — Go back and Candice should appear. Open up the door at the far end, and get ready to take out a guard.



SHOTS 134,135 — Use the terminal to open up a column, from the area where you just picked up the ammo. Get ready to take out a guard as you round the corner.

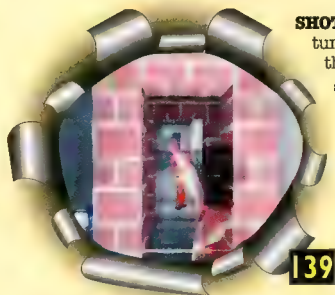


SHOTS 136,137 — Open the door at the end of the hall, eliminate the guard who's crouched in the lower left hand corner, and then open up the escape door by hitting the button on the terminal. You have three minutes to get out, so don't just stand there — move it!

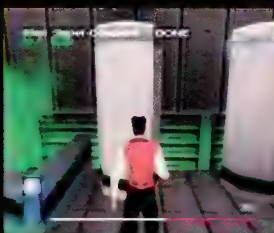
SHOT 138 — Head back to the moving platform, and don't worry about Candice. She'll catch up. When you get outside the entrance, take a quick left, there will be two guards that will need to be restrained.



SHOT 139 — Quickly turn around — there's another guard taking shots at you. There, one shot makes it all better, right?



140



141



SHOTS 140,141 — At the end of the hall is the super computer and the NOC list (Candice will pick that one up).

SHOTS 142,143,144 — Turn around and head out, there's one more guard to wipeout, and then you get credit for saving Candice's butt, as well as a bonus point for escaping. Yahoo.

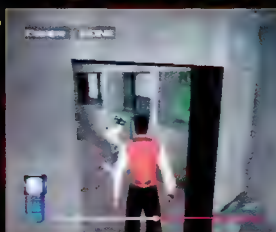
142



143



144



LEVEL 8 - Escape

In level 8, it's time to pull off the great escape! You'll have to keep Candice from getting killed (again), find a head in a box, use the head, and undo some previously done espionage work. And don't forget to find the key, otherwise, you'll never get out alive!



SHOTS 145, 146 — When going back over the floors, the guns have become activated. Now you'll need to shoot the gun at the far end before you step on the floor. Quickly shoot the robotic gun, then keep moving. There will be four guns to shoot at (total), and the key is to not slow down. Just stop, shoot, and run.

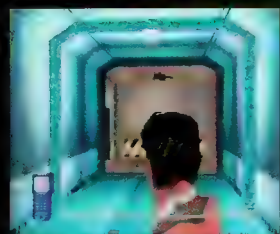
145



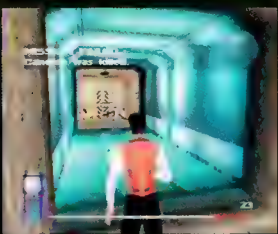
146



147



148



SHOTS 147, 148 — Be sure not to hesitate for long, otherwise Candice will get whacked. And we wouldn't want that, now, would we?

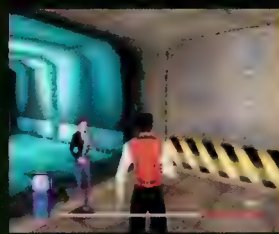
SHOT 149 — Section C2 is the last gun to shoot, as there won't be another when you round the corner to your left. Just move all the way to the back, so you give Candice room to come in.



149

SHOTS 150, 151 — Now that wasn't too bad, and hopefully you have enough ammo in your gun, as you're about to face a throng of angry soldiers!

150



151



SHOTS 152, 153, 154 — As soon as you go through the door on the left, it immediately closes behind you. Candice then gets whacked by a couple of guards, and you've got to find a way to help her.

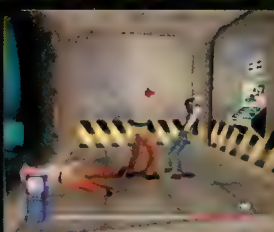
152



153



154



SHOT 155 — Ok, how about if you just shoot that electrical box on the wall?



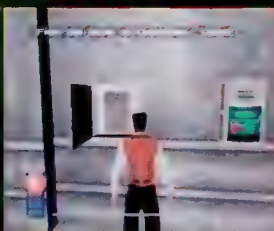
155



156



157



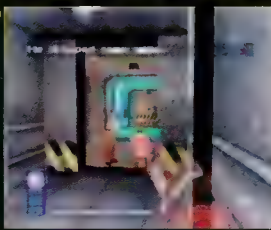
SHOTS 156, 157 — But first, open the box on the left, and get the mask of Golytsine.

SHOTS 158, 159 — Of course, as soon as you shoot the box, the walls on your left and right open up, and there will be two guards at each door to take care of.

158



159





SHOT 160 — Be sure to pick up the ammo they drop, as you will probably be running low.



160

161



162



SHOT S161,162 — Run toward area C1, and as you approach the door, it will open up, and a guard will run out. Gandia is on the floor. Talk to her and you'll learn that the creeps have stolen the NOC list.

SHOTS 163,164 — Go to section C4, and as you turn the corner, to the right, are half a dozen guards. Step back around the corner, and let them come to you — this will make it a little easier to kill them.

163



164

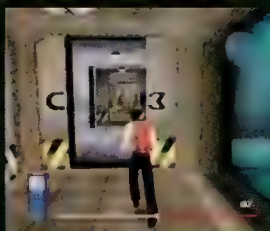


SHOT 165 — You'll notice that one of them drops something — pick it up and you'll get back the NOC list. They didn't really think they could keep it, did they?



165

166



167



SHOTS 166,167— Head back through section C3, and run up to the door at the end of the corridor.

SHOTS 168,169— This door leads into the embassy, where you will be presented with another set of objectives.

168



169



170



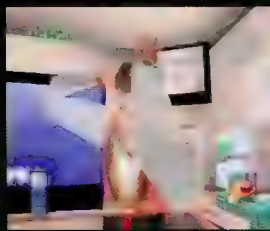
171



SHOTS 170,171— The first thing to do is to unfreeze the video cameras. Head back to the main security dude's office (the one with the secret room — remember that one?). The video deal is in the far right corner.

SHOTS 172,173,174— Now you'll need to change into Golytsine. So do that now, before you leave the room! You now have 3mins. 30 secs. to exit the area!

172



173



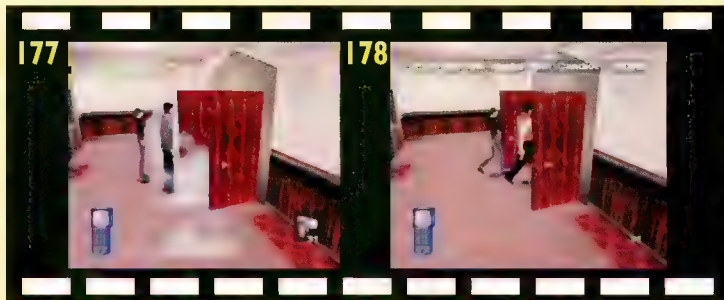
174





SHOTS 175, 176 — Now to get the exit key. There's a guard in the room where you receive the transfer orders earlier. Go left, down the hallway, then right, and into the room on the right. Take out the guard and he'll leave behind the key.

SHOTS 177, 178 — Now to exit, take the key in your hand and go to the double doors across from the storage room. You'll now enter into the ballroom and the final mission in this level.



LEVEL 9 - Fire Alarm

For those of you that wanted to (or still do) be a fireman, now is your chance! You'll have to find Jack (his tacos rock) and get fire fighter outfits for both you and Candice. But first, you'll need to stash her in the elevator, so she doesn't breath any of that nasty smoke.



SHOTS 179,180,181 — This area is pretty easy. First thing to do is help Candice get to the elevator safely. The elevator is all the way to the left, remember? Put the gun away, and just punch any guards that get in the way.

179



180



181



182

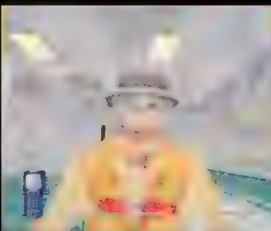
SHOT 182 — Now, head down the stairs, and look for Jack, the fireman. He'll be one of the two fire fighters. Just try to talk to both — and keep punching those guards!

SHOTS 183,184,185 — Now run down the hall, and to the left. It's time to meet Jack in the restroom to pick up your fire fighting outfit! But don't get caught! You can't hit anybody as a firefighter, otherwise you won't get out alive!

183



184



185



SHOTS 186,187,188 — Go back to Candice and give her the goods.

186



187



188



SHOTS 189, 190 — OK, now follow Candice to the exit, and it's time for the third level! But don't SHOOT or PUNCH anybody (unless you want to do it all over again).



ESCAPE FROM CIA



— DIFFICULTY

POSSIBLE

YOUR MISSION IF YOU CHOOSE TO ACCEPT IT.



The third mission in Mission: Impossible includes four suspense filled levels, along with a couple dozen different objectives. This mission will take you from the depths of the CIA's interrogation room, to the rooftop of their HQ, and will finish with Ethan catching a helicopter ride out of town.

LEVEL 10 - Interrogation Room

Here's a cool level where you'll get poisoned, paint a little graffiti, knock some health nut off his walker, use a zipper, and steal another guy's finger prints — gross! Oh, and don't forget to double your pleasure with the wonderfully explosive power of spearmint gum!



191



192



SHOTS 191, 192 — First thing to do in the interrogation room is to push the button over on the wall. This will open the one way mirror, and make it a two way window. Now you can see all of the stuff the CIA confiscated from you.

SHOTS 193, 194 — Candice was nice enough to put some explosive gum under that coffee mug (she was even nicer to tell you about it!). Grab the gum.

193



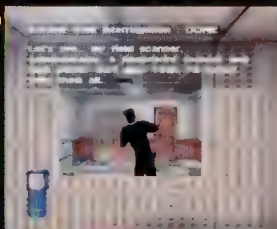
194



195



196



SHOTS 195, 196 — Now set the gum on the glass window, and back away. In five seconds you'll be able to hop into the other room and get your stuff.

SHOTS 197, 198 — Now grab the goods that rightfully belong to you, and head out the door.

197



198





SHOT 199 — That was easy enough. But now you've got a new set of objectives.



SHOTS 200, 201 — It's time to go ~~and~~ the guard over at the station. Use a dart on him, then use the finger print maker on him, and press the button on the wall. This will open up the path straight ahead. Don't forget to pick up his stunner.



SHOTS 202, 203 — Run all the way down the corridor and make a left at the boxes. There's another guard to take out. Pick up his stunner, and the can of blue spray paint that's on the floor.



SHOT 204 — If you take too long, there will be one of those nasty grey guards near you. He has some kind of pepper spray that will make you barely able to walk. This effect will last about a minute.



SHOT 205 — You can rest it off by ducking underneath the boxes (so the security cameras don't see you)



SHOT 206 — You can use that blue spray paint on the cameras if you want, but usually by the time you've sprayed them, they've already caught you! So, I recommend not messing with them, and just dealing with the grey guards as they come.



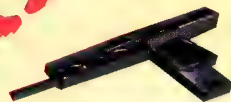
207



208



SHOTS 207, 208 — Go down the corridor and to the left. Shoot the guard in blue, and then pick up the runner he left behind.



SHOT 209 — Those cameras you just ran by signaled another grey guard, so get ready to hit him with a well-aimed dart.

210



211



SHOTS 210, 211 — Around the next corner are two more guards in blue. Shoot them both and then get the finger prints off of one of them. If the first one doesn't work, get close to the other and try him.

212



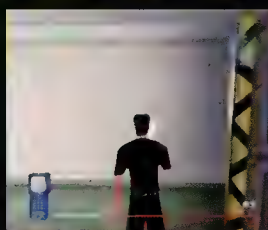
213



SHOTS 212, 213 — Turn around, and go back down the hall you came from. There will be another grey guard to shoot, and then a finger print button on the wall. The sooner you press it, the more likely you are NOT to see another grey guard (and that's a good thing).

SHOTS 214, 215 — Press the next button on the wall. If you're a little slow, then you'll need to shoot a grey guard to your right, otherwise go through the opening and shoot the guy behind the desk, quickly! If you wait, he'll set off an alarm, and it's "game over".

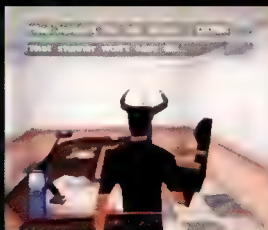
214



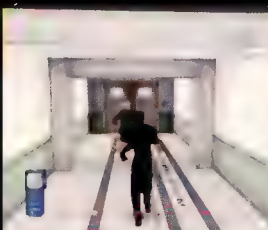
215



216



217



SHOTS 216, 217 — Go into the room on the right, but DON'T shoot the Sargent. Rather, to avoid his shot simply back out of the room. After he shoots, follow him open up that door for you.

218



SHOT 218 — Get inside quickly and go to the left a couple of steps. Your poison is now taking affect and will slow you down. You should have blocked the path of the Sargent, and now you can just turn around and waste him.



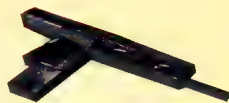
SHOTS 219, 220 — Turn back around, and walk into the elevator. Oh yeah, put the weapon back into your pocket, otherwise you won't get too far in the infirmary. Now, push the button on the right corner of the elevator.



SHOTS 221, 222 — Open up the door to the infirmary and talk to the nurse to your left. She'll have the antidote for you.



SHOT 223 — Now, over to the right is a guy on a treadmill. Push the button on the left of it, and it will make him fall off! Cool. Now you've created a distraction.

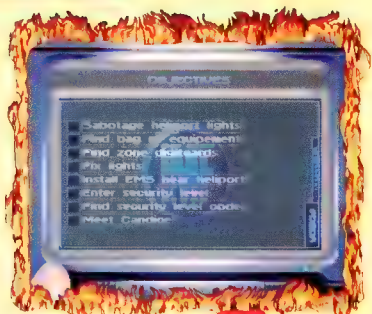


SHOT 224 — Simply turn to the left and walk straight through that open window ahead! Now you're on the CIA Rooftop and into a new mission.



LEVEL 11 - CIA Rooftop

You'll get a really nifty bag of tools on this level—infrared contact lenses, laser deflecting antennas, and a digital camera. Shoot, with goodies like this, who wouldn't want to be a spy? Of course, it's up to you (and this book) to figure out how and when to use this stuff!



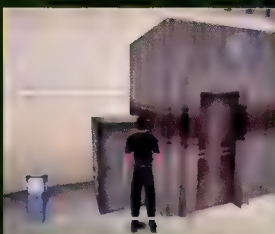
SHOT 225, 226 — Now that you're on the rooftop, you'll need to get that dart gun ready. There will be a guard as you turn the corner on the left. Once you dispose of him, be sure to pick up his security card, as this will get you through the gates.



SHOT 227 — There's a search light mounted up on the wall. On this level, it doesn't matter if you go through it or not. You won't have a bunch of guys chasing after you if you do set it off.

SHOTS 228, 229 — Just past the search light is a box, next to the security office. Climb up onto the box, and then the top of the office, and then jump up to the roof.

228



229



SHOT 230 — Walk straight ahead and go to the electrical cabinet. You'll want to deactivate the electric floor that's on your left.



230



231



232



SHOTS 231, 232 — Now you can walk safely across the floor, and make your way around the corner and sabotage the helicopter pad lights. One down, seven objectives to go.

SHOTS 233, 234, 235 — Ok, now you can jump back down to the boxes (where you climbed up) and take a left. Use the key to open the door and then head over to the security office on the right and go inside to get some dart ammo.

233



234



235





SHOT 236 —
Leave the shack
and take a right.
There will be
another guard at
the doorway.
Launch a dart
into him and
watch him sleep!



SHOT 237 —
Head down the
rooftop and take
out another
guard.

SHOT 238 —
Guess what?
More dartgun
ammo in this
office, too!
Yahoo!



SHOT 239 — Go
through the next
door, shoot
another guard,
and climb up the
balcony and onto
the roof above.

SHOTS 240, 241, 242 — Ah, there's a big bag of goodies that Candice left for you. Now would be a good time to open it and turn yourself into a service repair guy — gotta go fix those lights, you know! Put the dartgun away, so the guards don't get suspicious of a repair guy with a gun!

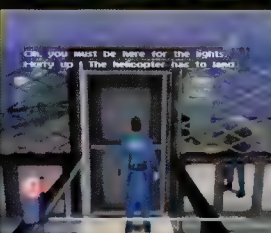


SHOT 243 — Follow
the path until you
come across another
guard. There's a door
behind him that leads
to the next roof. Go
in. And wasn't that
nice, you didn't have
to wax that guard!

244



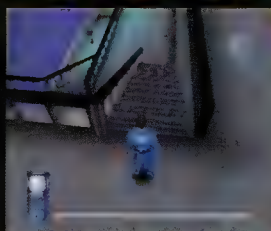
245



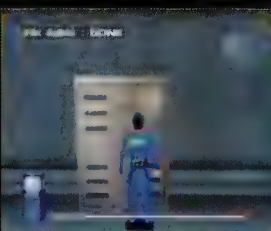
SHOTS 244, 245 — Once you get out of the stairway, turn to the left and go across the catwalk. Knock on the door, and the friendly guards will let you in. See, there's lots of respect for a serviceman in a uniform!

SHOTS 246, 247, 248 — Take the stairs to your left, and head towards the electrical cabinet. Here you can turn the lights back on, and the helicopter can land safely.

246



247



248



SHOTS 249, 250 — Run back up the stairs and go toward the chopper. Against the back wall, on the right, is a small cabinet. Get out your EMS thingy and put it in there. The chopper will now stay put until you're ready to use it!

249

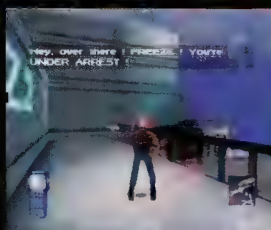


250



SHOTS 251, 252, 253 — Now, turn around and head down the stairs on the left. If there's a guard at the bottom, take him out. Pick up his security card, go down the next flight of stairs, and go through the door ahead. Be careful when you come out, as you'll need to get a jump on the guard. Take him out, too, and then pick up the digitcards that he drops!

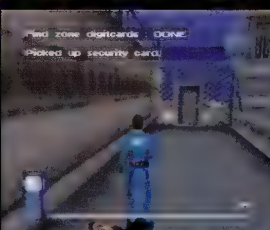
251



252

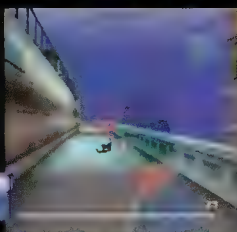


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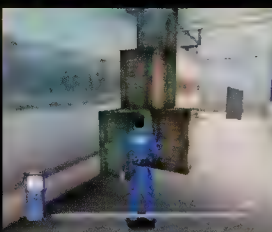


SHOTS 254, 255 — Keep going around the roof until you get to the large stack of boxes. There should be a guard to shoot before you get there.

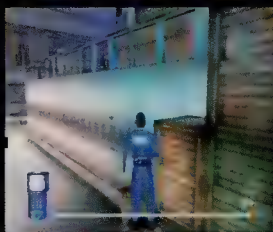
254



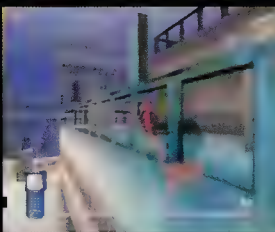
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256



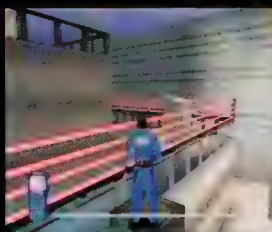
257



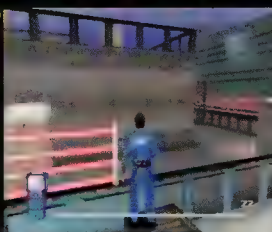
SHOTS 256, 257 — Be very careful as you go up the boxes. You'll want to stop at the first one to look around for the guard. If he's close you'll have to shoot him sooner, rather than later. If he's further away, you can get up to the next box before you take him out.

SHOTS 258, 259 — Now for some cool toys. First, put on the infrared glasses. Next, put the little antenna looking thing on the ground. This will break up the lasers and allow you to get on the roof. You've now entered the security level.

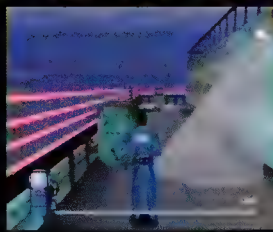
258



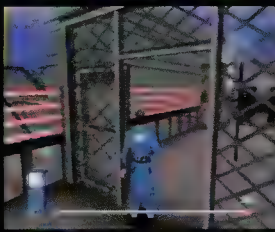
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260

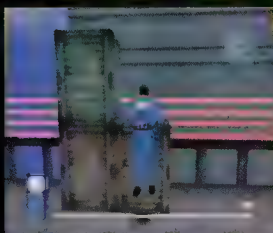


261



SHOTS 260, 261 — Go to the left, and follow the building. You will come across two more doors, and another guard.

262



263



SHOTS 262, 263 — Once you're past the second door, go over to the boxes across from the security office and climb up the first one. Now, get your camera out of the bag and place it on top of the box.

SHOTS 264, 265 — Jump down from the crates and go crouch behind the office window. Wait for the guard to come out. He'll walk around a bit, and then come back in and leave. The camera has now captured the code!

264



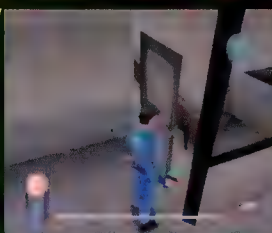
265



266



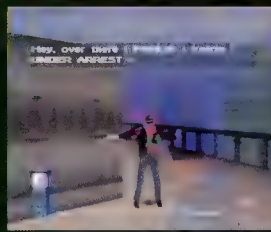
267



SHOTS 266, 267 — Now, go up and get the camera, and then go to the door and enter the security code!

SHOTS 268, 269 — Once out and on top of the roof, head toward the right, and get ready to shoot another guard. Follow the building around and enter the door to meet Candice. It's time to do that bungee cord thing!

268



269



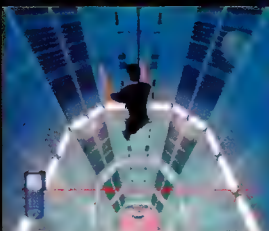
LEVEL 12 - Terminal Room

Alright! The level that everybody has been looking forward to! Yes, dropping down on the rope can be quite exhilarating, and very suspenseful! The actual theory on getting through the level is simple, but it may take you a little time to get used to switching the camera angles back and forth.



SHOTS 270, 271 — It may take a bit of trial and error to get through this area, as if you're like me, the whole 3D laser thing is a bit confusing. But follow these simple steps, and you should get through relatively quickly. First, get yourself

270

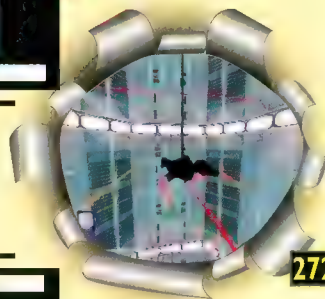


271



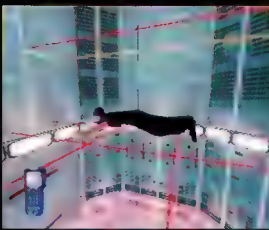
in a vertical position, and then drop down three sets of lasers, until you get to the first yellow beam (the yellow triggers the alarm system). Adjust the camera so that you're looking down, in a 3/4 perspective.

SHOT 272 — Next, get yourself horizontal and then parallel with the yellow laser. As you get closer to it, it will begin to move. Once it's clear of you, drop down to the next yellow beam. Repeat the procedure two more times, and then you'll be at the bottom, where the four red lasers

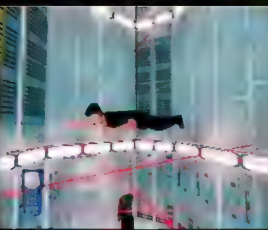


272

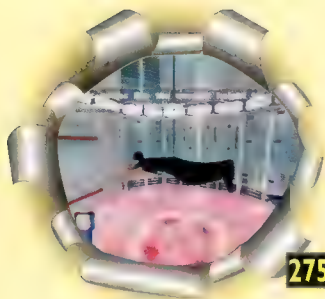
273



274



SHOTS 273, 274 — This is pretty easy to get by. Just wait until all the lasers have spread apart, then you can safely drop down. Of course, if the dude is in the room, you'll want to wait until he leaves!



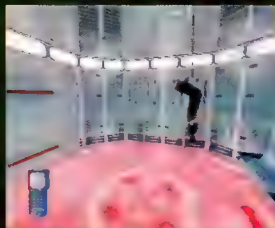
275

SHOT 275 — When you drop to the correct height, the game will tell you that you're there. If you should fail, and have to retreat up when the dude returns, the computer won't tell you where that sweet spot is — you'll be on your own.



SHOTS 276, 277 — Next, start swinging yourself via the control stick. Move it in a diagonal fashion. This should get you to the door within ten seconds or so. Make sure you adjust the camera so that you are facing the door.

276



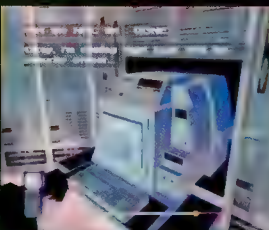
277



278



279



SHOTS 278, 279 — Now you can adjust the height for reaching the computer. Again, swing yourself in a diagonal manner and you should be able to reach the computer within ten seconds, which is good, because the game only gives you 30 seconds to do your business and then skedaddle!



SHOT 280 — Once you've got the NOC list, you can press the B button and pull yourself back up to the waiting arms of Candice. "I like Candy..."



280

LEVEL 13 - Rooftop Escape

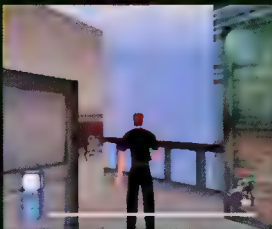
Ah, the gum is REALLY useful. Yup, it's time to plant that gum with the "explosive" flavor, again. Of course, if you're not smart, and quick, you'll still find this level about as tricky as they come!



281



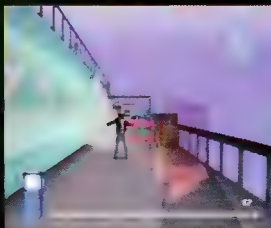
282



SHOTS 281, 282 — When starting out on the rooftop, take an immediate left and shoot the guard by the elevator. Take said elevator down to the next level and exit to the left. You can put on those fancy-dancy infrared lenses now.

SHOTS 283, 284 — You'll make two more lefts before you come across the next guard. Take him out and then climb up on the crates. Press the 'A' button to jump, then push the control stick up — you should clear the lasers completely.

283



284



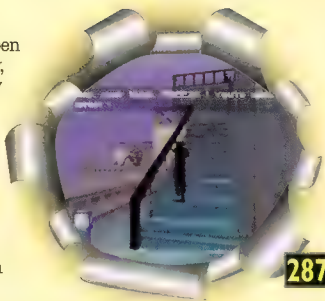
SHOT 285 — Now, turn to the right and place the gum on the pipes (you can watch them explode if you want) and then turn to the right (if you're facing the pipes) and run all the way around, back to the front entrance.

285

SHOT 286 — As you round the corner, you'll come across one last guard. Take him out before you go through the doorway, or otherwise you'll be closer to him than you really want to be! After he's gone, go through the doorway and take the short hallway to your right.

286

SHOT 287 — Open the door quickly, and run directly toward the black handrail, up the stairs. There's a guard on the other side of the door, so if you so much as blink, he'll catch you.



287

SHOT 288 — Now, turn to the right and run up the next flight of stairs.



288

SHOTS 289,290,291 — Run straight ahead through the doorway, and across the catwalk to safety. Rest here for a couple of seconds, until that guard is out of view, and then head back across the catwalk.

289



290



291



292



293



SHOTS 292,293 — Keep running straight, past the helicopter, and toward the box on the wall (where earlier you put the EMS).

SHOTS 294,295,296 — Open up the box, and then grab the EMS. You may have to move around to the right side of the box to get the EMS. Now, select the EMS from your inventory, and Ethan will throw it against the wall and destroy it.

294



295



296





SHOT 297 — Now you can run over to the helicopter and make it to freedom. Ah, freedom...



MOLE HUNT



— DIFFICULTY

POSSIBLE



YOUR MISSION IF YOU CHOOSE TO ACCEPT IT...

The fourth mission is one that fans of shooters will play over and over. The shooting is intense, and you've got to be a crack-shot as well, so you won't be able to just go in with guns a-blazin'! And, to finish things off, you'll be treated to some cool visuals at the end!

LEVEL 14 - Station

The first level on mission 4 is pretty darned cool. You'll be one of two snipers perched high above the train station, and it's your job to protect Ethan as he runs around the station looking for Max. You can zoom in for tight shots with the top 'C' button, and toggle between the two snipers with the 'B' button.



298



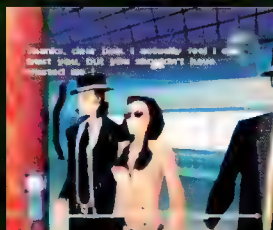
299



SHOTS 298, 299 — The train station is the setting where Mission: Impossible goes into "Sniper Mode". The idea is to use Luther and Dowey to help protect Ethan from the bad guys. Ethan walks along the train station floor, and various thugs will try and take Ethan's head off. You need to pick them off before they can do it. And remember, if you hit a civilian, then it's game over.

SHOTS 300, 301 — It looks like Madam Butterfly, or Max, isn't living up to her end of the bargain! Her goons, Darrell, and the other goon Darrell, are about to take Ethan to get fitted for some cement shoes.

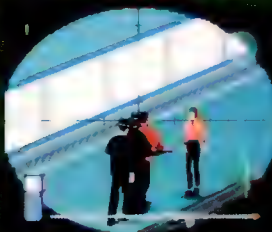
300



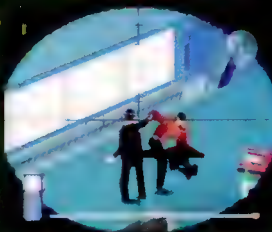
301



302



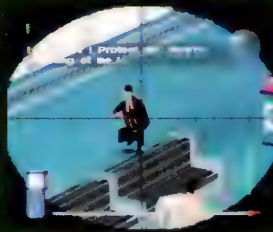
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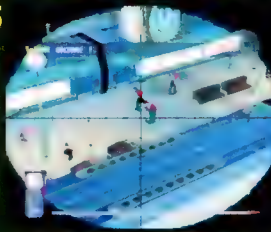
SHOTS 302, 303 — The first thing to do here is to zoom in with the top "C" button, and then pick off the lead goon. Then, you can fire another round into the other Darrell, or you can let Ethan take him out with a swift kick to the groin. THAT'S gotta hurt.

SHOTS 304, 305 — From this point on, the mission becomes random, as you'll never see the same pattern of enemies running up to Ethan and crouching down in the shoot position.

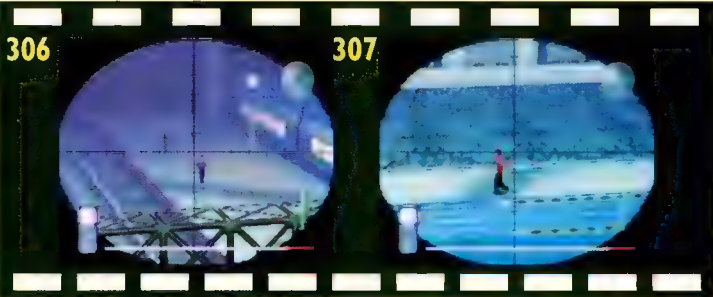
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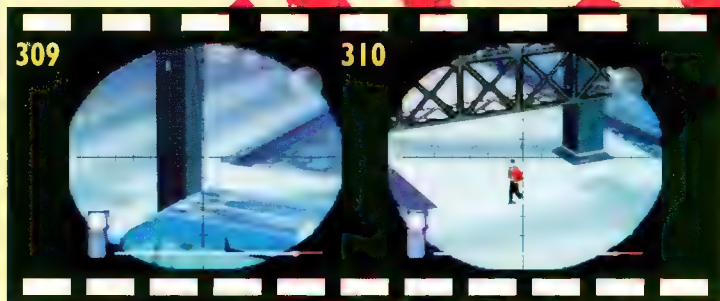
305



SHOTS 306, 307 — Since it is random, I'll give you the best advice I can — and that is, if you lose track of Ethan, instead of zooming out and scanning left or right in an awkward fashion, just tap the 'B' button twice. The first tap switches to the other sniper, and automatically finds Ethan for you. Since this may not be the angle you want, tap "B" again and you'll get back to the original sniper guy, and Ethan will be perfectly in view.



SHOT 308 — Watch out for some trickery! Some of the civilians reach into their pockets like they're going for a gun, but instead they pull out a soda or a watch. If you shoot one of them (or anybody else that's not a bad guy), then it will be 'game over'.



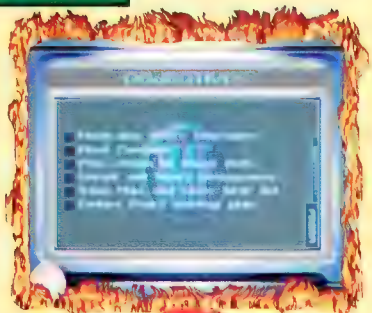
SHOTS 309, 310 — Remember, as Ethan wanders around, he'll sometimes get out of view of your primary sniper, so be sure to tap the 'B' button (switch to the other sniper) to get him back in your sights.



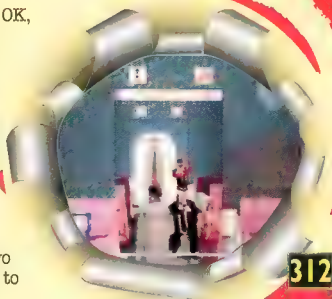
SHOT 311 — After about six minutes or so, and providing Ethan is still alive, the game will tell you that this mission has been accomplished, and now you'll watch as Ethan makes his way toward the train, then boards it.

LEVEL 15 - Train Car

There's a whole lotta shootin' goin' on in this level, so get yer trigger finger ready! To conserve bullets, you'll need to become a "one shot Harry", so practice using the 'R' button and the top 'C' button at the same time. This allows for one quick shot to the head, to easily dispense of the thugs.



SHOT 312 — OK, now we start what may be the most satisfying mission of all! There's going to be some great shooting going on here, what with these two goons lookin' to cause trouble.



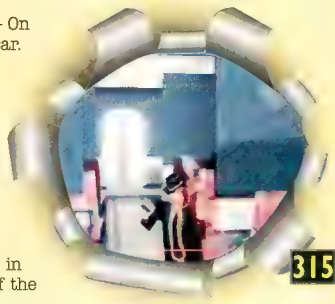
SHOT 313 — First, lets take out the guy on the floor.



SHOT 314 — Next, give this guy a little taste of the 9mm Hi Power, eh? Remember, one shot to the head works twice as effectively as two shots to the body. Use the right shoulder pad for sniper mode, and then the top 'C' button to zoom in!



SHOT 315 — On to the next car. As always, you don't want to shoot anybody other than the bad guys (they wear black). The first guy to shoot will be in the middle of the floor.



316



317



SHOTS 316, 317 — The next guy will be in the way-back, coming in from the left side. After you waste him, run on over to the right side of the doorway, but don't go through it.

SHOTS 318, 319 — Well, what have we here? This dude's got himself a hostage, so you're going to have to be extra, special careful. Aim to the left side of his head, and he won't be bothering anybody anymore!

318



319



320



321



SHOTS 320, 321 — In the next car, go into the right hand corner, and then turn to fire on the guy at the end of the car. Get all the way into the corner, so the guy in room #1 (there are numbers above the door frame) doesn't take shots at you.

SHOT 322 — Get this guy when he sticks his head out...



322



323

SHOT 323 — but, don't hit any of the civilians!

SHOTS 324, 325 — Now, you can walk right up to the guy in room #1 and say hello! Don't forget the ammo he left behind.

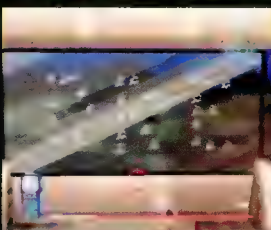
324



325



326



327



SHOT 326, 327 — If you've got the time and the bullets, why not leave your calling card in the windows?

SHOT 328 — OK, that car's empty, now it's on to the fourth, and last, car.

328

SHOT 329 — Same drill as before, get into the far right corner.

329

SHOT 330, 331, 332 — Three guys to wipe out — we'll call them Larry, Moe, and Curly — Curly is in room #2!

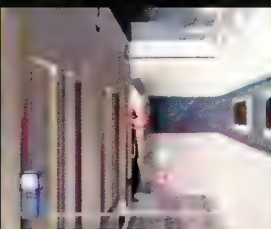
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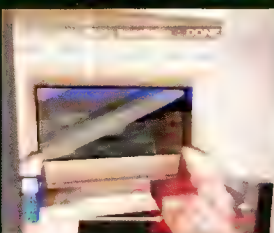
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333



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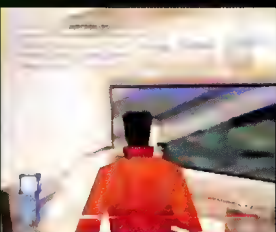


SHOTS 333, 334 — Go into room #2 and pop him, and that should do it for the henchmen, in this car. Pick up the ammo, and then walk into room #4 where....

335



336



SHOTS 335, 336 — Candice awaits. She'll give you gas grenades and a facemaker. Cool.

337



338



SHOTS 337, 338 — Now go into the next area, and turn the handle that will block the exits.

SHOTS 339, 340, 341 — Now stroll through the next car, and at the end, there will be a steward to punch out on the left. Assume his identity, and mosey on into the next car.

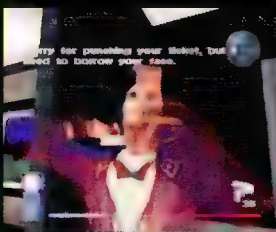
339



340



341



SHOT 342 — Since you're in uniform, you can walk up to the butcher boys and smile, and they'll think your simply strange — not Ethan Hunt, espionage agent extraordinaire! Be sure and keep the guns holstered



SHOTS 343, 344 — Go down to cabin #4, and take a pop at Max. Isn't that satisfying? And, better still, you'll get the NOC list back.

343

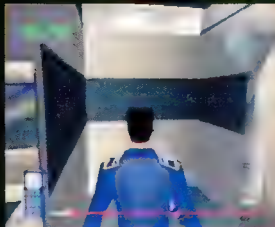


344



SHOTS 345, 346, 347 — Now, turn the corner and put a couple of rounds into our friend, we'll call him Shapp, and then turn around, and blast Curly II and Larry II. The fourth stooge hides in room #1, so you'll need to go back there and pay him a visit.

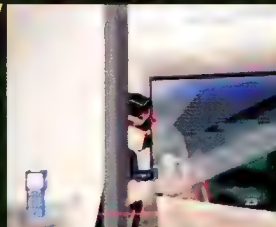
345



346



347



SHOTS 348, 349, 350 — Enter the bar car, and pick off Norm (the guy on the bar stool). Then, pick off Sam (the bartender) and get ready to off Carla as she comes running toward you. Phelps (Coach?) is hanging out in the doorway behind you, but you're not going to catch him here.

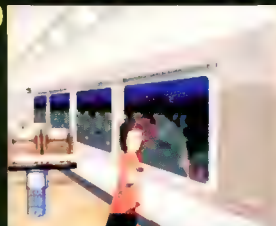
348



349



350



351



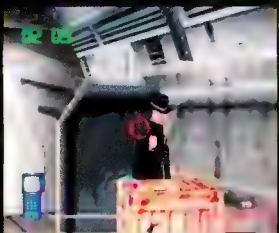
352



SHOTS 351, 352 — Now, as you enter the last car you'll see Phelps. Keep in mind that the clock is ticking — if you're too slow, the bomb will blow! First, pick off the guy on the left crate.

SHOTS 353, 354, 355 — The next guy will be against the back wall, and then one more in the crate in front of the door, on the right side. Once you dispose of these guys, the henchmen part will be done (again).

353



354



355



SHOTS 356, 357 — The wood box on the right (as you face the entrance of the car) contains the liquid nitrogen, and the wood box on the left has the blowtorch. Get these items!

356



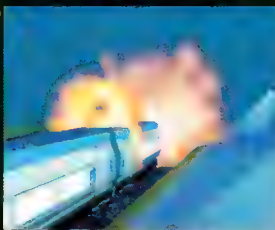
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358

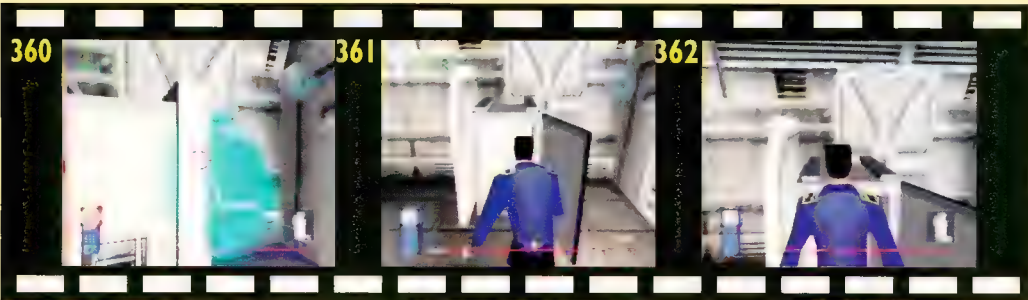


359



SHOTS 358, 359 — If you use the blowtorch on the safe then it will be "gameover" as the bomb will overheat and explode.

SHOTS 360,361,362 — Instead, take the liquid nitrogen and freeze both sides. When the door opens, take the thing (in your inventory) that looks like a watch and put it on the bomb. You've now disarmed the bomb, and made it to the next mission!



LEVEL 16 - Train Roof

This is it — if you've been paying attention, and watching how the story line follows the plot of the movie, then you'll know that the end is near! But, you'll have to deal with Caddy convertibles, psycho traffic choppers, and the 12th Brigade of the shooting Blues Brothers. All in a day's work.

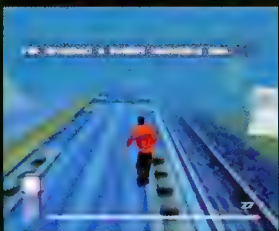


SHOT 363 — As you get to the top of the train roof, you can see that coward Phelps running off into the distance.

364



365



SHOTS 364, 365 — You'll also see a suit (bad, bad suit) pop up. Knock him back down and then grab the rocket launcher he left behind. You'll need it for the helicopters!



366

SHOT 366 — However, before you can get to the launcher, a car will pull up along your left. It's best to take out the driver, and then watch the car spin out of control! Yes!

SHOTS 367, 368 — Ok, eyes back up front. There's two suits to kill. And one of them will drop a gun. Remember that! You'll need every piece of ammo you can get, so don't waste shots, and pick up EVERYTHING that the suits leave behind.

367



368



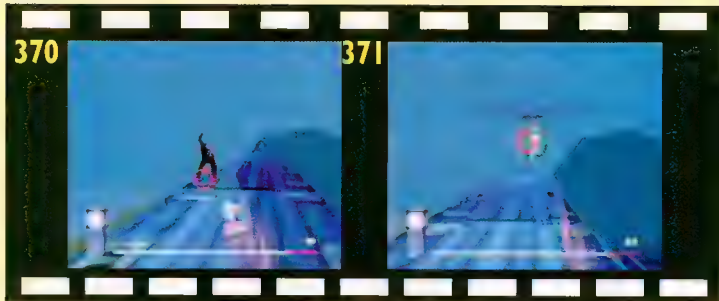
SHOT 369 — About the same time you killed that last guy, you heard the sound of a chopper. Quickly switch to the rocket launcher, and get the chopper in your sights—it will be on your left. Now let it rip, but don't miss, 'cause you've only got 5 shots with it! And there are lots more helicopters coming your way.



369



SHOTS 370, 371 — Back up front, there's another suit to kill, and a chopper on your right (the choppers come left-right, left-right).



372

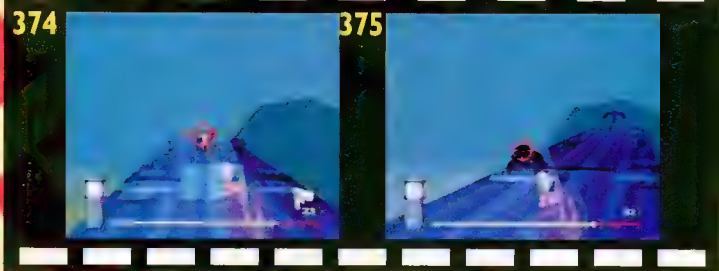


373

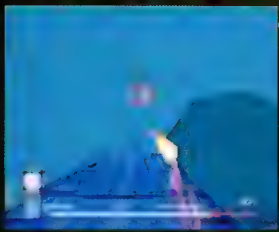


SHOTS 372, 373 — Same drill as above, but the chopper will be on the left.

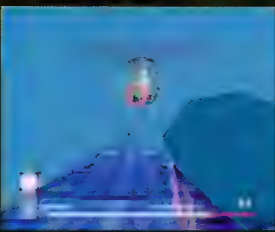
SHOTS 374, 375 — A couple of more suits to waste, and be sure to look for any weapons that may fall. They are kind of hard to see, but they will always be on the left path or the right one. The ramps in the car centers will shock you, so stay away from them.



376



377



SHOTS 376, 377 — Time for another chopper (this one on the right). If you let it go past you, it will come back to you right down the middle — which makes for some easy pickings. Also, if you want to save a rocket launcher for Phelps (he's on the last chopper), then you can use your 9mm on the choppers. It takes one shot to blast out the glass, and another to bring it down!

SHOTS 378,379,380 — Things are starting to heat up now. You've got two suits, a chopper (to the left), and a guy on the road practicing his drive-by's. It's a good thing you can handle a weapon, or you'd be toast by now.



SHOTS 381, 382 —

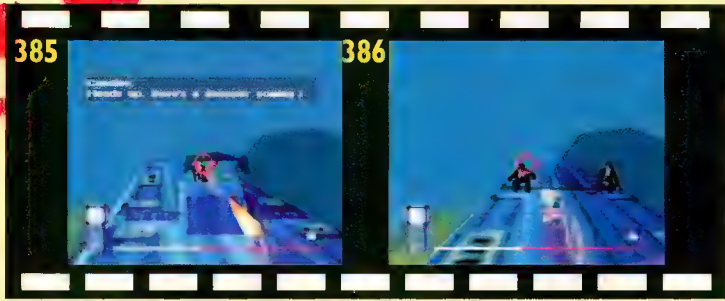
Another suit, but this one will leave behind some much needed ammo. And another stinkin' helicopter (to the right). Will this madness never end????



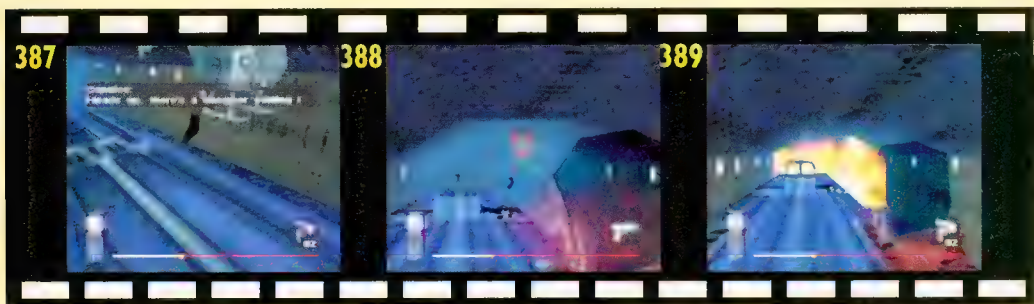
SHOTS 383, 384 — Nope.

Sorry. You've got the same drill, again, but to the left. Of course, you knew that, didn't you?

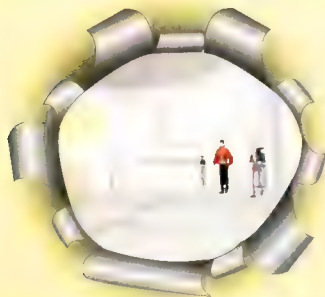
SHOTS 385, 386 — OK, this is the one last stooge and then you've got to do a war with Jake and Elwood. Princess Leah couldn't do it, but you can!



SHOTS 387,388,389 — Look! It's that no good rascal Phelps, trying to get into the chopper. Well, one good shot (good thing you saved that last rocket launcher, huh?) into the front of the helicopter, and Phelps will be nothing but a bad memory.



THE END?



SHOTS 390-403 — So, this isn't the end? What does the CIA have in store for IMF agent Ethan Hunt and his lovely sidekick Candice... turn the page and find out.





ICE STORM



— DIFFICULTY

POSSIBLE

YOUR MISSION IF YOU CHOOSE TO ACCEPT IT...

The final mission in Mission: Impossible puts Ethan back at the Subpen, but, this time, there are a whole lot of different objectives to accomplish. There's also a nice diversion through the tunnel, that breaks up the difficult 17th and 19th levels. You'll have a blast, literally, once you make it to the 20th, and final, level.

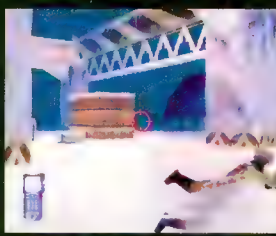


LEVEL 17 - Subpen

There's lots to do back here in the winter wonderland that is the Subpen. There are tons of machine gun toting ninja dudes, a pump station that needs to be blown to bits, and those darn pesky search lights keep getting your bad side. What's up with that?



404



405



SHOTS 404, 405 — Once Clutter takes off, you turn and head up the steps and take care of the guard. Turn to the left and pick up the 7.65 silencer that the guy you just whacked left behind.

SHOTS 406,407,408 — Continue around the right, and you're basically going to make a u-turn. Head all the way down to the end, and climb up the steps. There's an A.F.S. at the top.

406



407



408



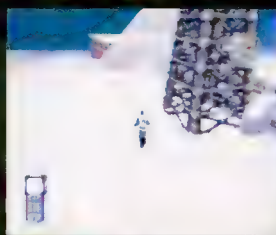
SHOT 409 — Head back up the path, and take out the guard that you come across. Note — ammo is going to be tight on this level, so you want to be a "one shot Harry" as often as you can!



409

SHOTS 410,411 — As you head up, stay to the right and pick up the mine near that big crate. You may (or may not) want to stay out of the search lights.

410



411



SHOTS 412,413,414 — Continue to the right, and you'll come across another guard. Take him out, and stay to the right until you get to the explosives. Pick them up!

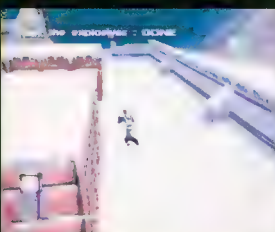
412



413



414



SHOT 415 — You will want to head back to Clutter now, 'cause you've got to give him the A.F.S. and the mine. There will be one of the machine gun (ninja looking) guards around, so take him out quickly, because he can do some serious damage to you.



415



SHOTS 416, 417, 418 — There are multiple scenarios that will take place if you don't do it just the way I point out. For instance, if you don't shoot the guard and the ninja guy, then you'll probably chase the guard back to Clutter. If you wait too long, he will kill Clutter and that will be it. You may also get there in just enough time to kill the guard before he shoots Clutter, but then the ninja guy will be right behind you (maybe even TWO ninjas) and you'll have to get the bullets flying! Either way, you should be skilled enough by now to handle whatever comes your way!

416



417



418



419



420



SHOTS 419, 420 — After you give Clutter the goods, head back up the steps and stay to the left, and keep going straight. You'll run into the gas injector soon, and then another guard right around the corner.

SHOT 421, 422 — Continue along the side of the building and then turn the corner to the left. There's a guard there that needs to be whacked, and then a door that you'll need to go in. This is the famous Pump House that you've heard so much about.

421



422



SHOTS 423, 424, 425 — Once inside, you'll come across a machine gun guard. Pop him and then pick up the wire cutters on the back table. On your way out, stop at the tanks and drop off the explosives.

423



424



425



SHOTS 426, 427 — Go outside and turn left, and go around the corner. Clutter is waiting for you and the wire cutters.

426



427



428



429



SHOTS 428, 429 — Turn around and go back around the pump house. There will be a guard to your left. Hunt him down like the pig that he is, and put him out of his misery.

SHOTS 430, 431, 432 — Continue forward and go to the building (guard house) by the crates. There may be some guards outside, so you'll want to take care of them. If not, go to the door and use the gas injector. You'll then get to see the guards choke on the gas — then you can enter and pick up the infrared glasses and RC detonator.

430



431



432



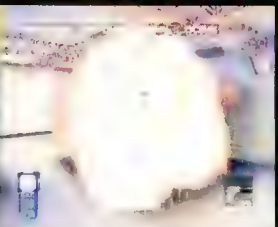
433



434



435



SHOTS 436, 437 — If the guards were not around when you went into the guard house, then they'll certainly be out there when you exit. So, get ready for a regular guard and a machine gun guard, and then head to the left.

436



437



SHOTS 438, 439, 440 — Keep going left (and wax the guard you run into) until you get to the tire tracks. Take a left at the tracks, but watch out for the big trucks that are making those tracks. It is possible to get run over and end the game! Keep going to the building in the background.

438



439



440



SHOTS 441, 442, 443 — Min care of any guards that you may run into, and then climb up the boxes. Be sure to look out any other guards that may be taking shots at you, as you climb the steps.

441



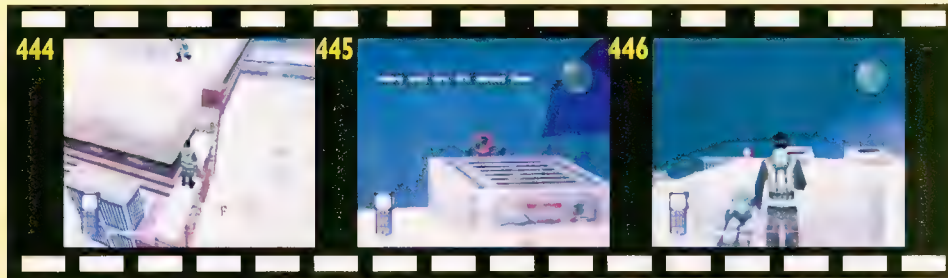
442



443



SHOTS 444,445,446 — Before you get to the top, take out the Uzi you picked up from the ninja dude. You'll need the 32 rounds that are in it! Once up to top, don't waste any time and zoom in on one of the two guards. Quickly dispose of the one, and then turn and eliminate the other!



SHOTS 447,448,449 —Once you wipe them out, your two "buddies" will make a run for it, and jump on a truck and make their escape. You, on the other hand, are given another task — get the night goggles. Well, guess what? You've already got them! Yup, you picked them up when you got the RC detonator from the guard house.



SHOTS 450,451,452 — Now, just don't go jump onto the next truck, otherwise the two regular guards (there's also two machine gun guards) will blow you away. Instead, go back to the ground, and go to the corner of the building and pick off the two guards as they make their way towards you.



SHOTS 453, 454 —Now you can head back on up to the roof, and hop onto the back of the next truck that comes by. Be sure to crouch (down "C" button) as soon as you land on the truck. You're now on your way into the tunnel.



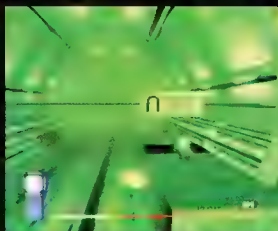
LEVEL 18 - Tunnel

After a rather tricky 17th level, things get a tad restful on the 18th, as you'll simply be required to place a little TNT in the tunnel. The cool part comes when it explodes, never to be used again!



SHOTS 455, 456 — The tunnel is a little bit random as well, at least when it comes to the signs. Some you will need to jump over, and the others you just need to duck under. To jump from the truck, just make sure you don't wait too long, otherwise you'll get rammed into the overpass!

455

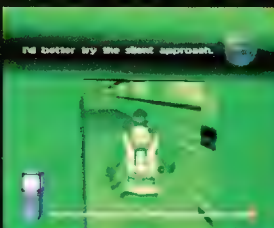


456

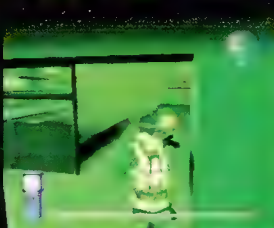


SHOTS 457, 458, 459 — Open the door and get ready for a little fist-a-cuffs with a guard. You won't need a gun for this level, as you can simply punch your way through it. Exit, turn left and get the explosives that are lying on the floor.

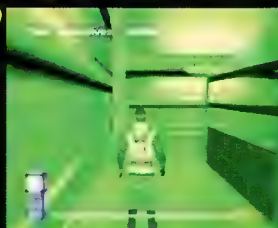
457



458



459



SHOTS 460, 461 — Now, go over to the anchor bolts (the things sticking out with the huge bolts on them), and place an explosive there. Now go do the same thing on the other side.

460

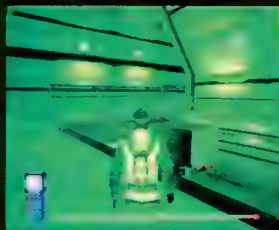


461

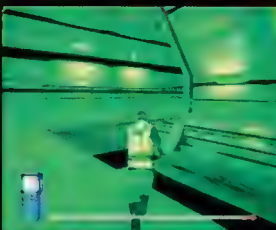


SHOTS 462, 463, 464 — To jump onto the moving trucks, simply start running toward the truck when the roof of the vehicle is about an inch (or three strides, if you prefer) from you. This should get you safely on the truck every time.

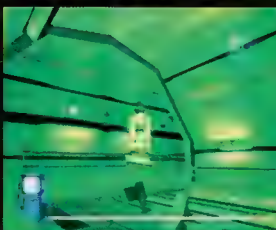
462



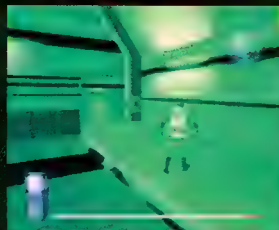
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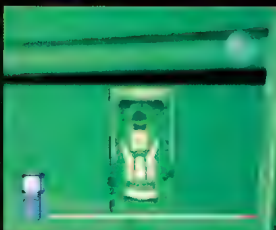
464



465



466



SHOTS 465, 466 — Same drill as before. Jump and duck on the way to the next ramp, then jump off of the truck and head on through the door.

SHOTS 467, 468, 469 — Instead of one guard to punch out, now you'll have two — one when you first open the door, and another on the other side. He must be guarding the anchor bolts.

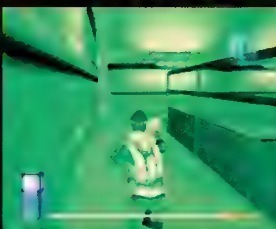
467



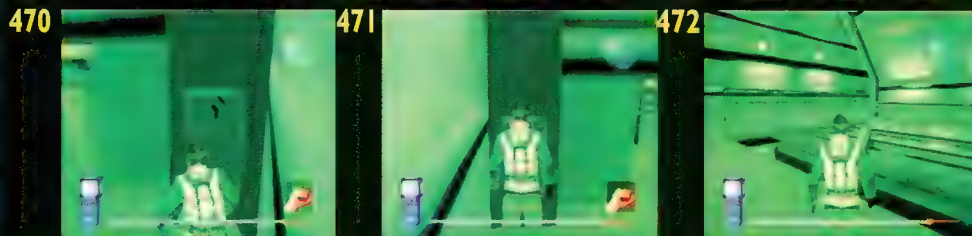
468



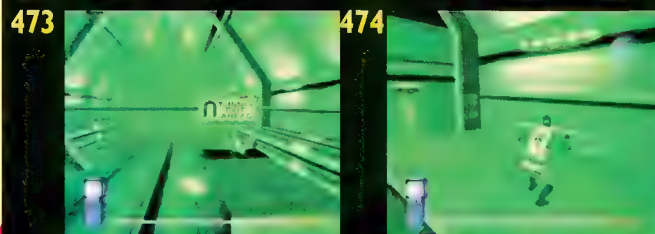
469



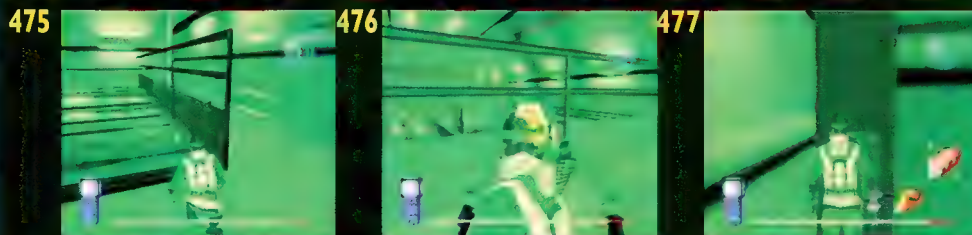
SHOTS 470, 471, 472 — Again, same drill as before — put the explosives on the base of the anchor bolts on either side of the platform. As you can see, you'll have to do this two more times (two more platforms). If you want, you can set the explosives on the other side of the bolts, but you'll still have to go through the doors and beat up the guards, 'cause that's the only way to get on the trucks (without smacking your head into the overpass).



SHOTS 473, 474 — Time to play duck and cover again, but this time, when you land on the platform, there will be a guard on THIS side of the door.



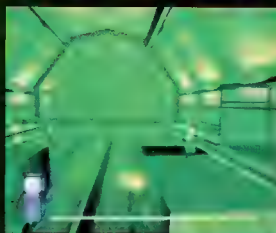
SHOTS 475, 476, 477 — Punch his lights out, and then, just for fun, put the explosives on this side of the anchor bolts. Wow, that is even more exciting!



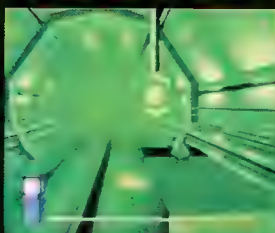
SHOTS 478 479 — When you open the door, there will be two guards waiting to smack you around, but little do they know, you could take on ten men ten times your size — they are no match, these little pip-squeaks.

SHOTS 480, 481, 482, 483 — Jump. Duck. Jump. Jump. Soup.

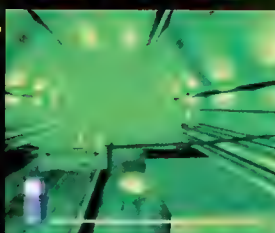
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481



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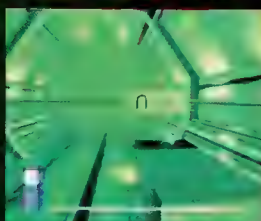
483



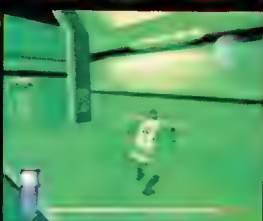
484

SHOTS 484, 485, 486 — OK, this is it. Whack the guards and plant the DY-NO-MITE.

485



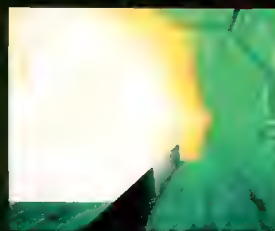
486



487

SHOTS 487, 488, 489, 490 — Ah, catch the next truck out of greensville, and watch the fireworks. Now that's some cool 4th of July action!

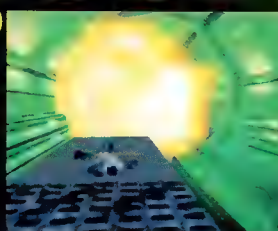
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490



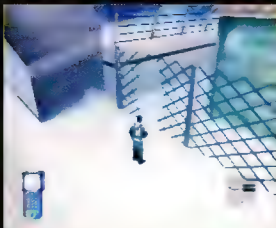
LEVEL 19 - Mainland

OK, this is it, the last "real" level in the game — it's almost over! Besides one last dance with the facemaker, you'll get to meet with some evil villains, and then send them to their fiery graves! You'll also get the joyous feeling of using that sniper rifle one last time, and then floating along the Nile (ok, it's NOT the Nile, but it is a river).



SHOTS 491, 492, 493 — When you get off of the boat, you'll be next to an opening in the fence. Go through the hole and follow along the back of the buildings until you get to the wall, then take a right and punch the ticket of the guard.

491



492



493

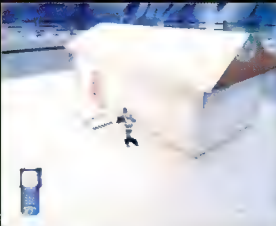


SHOTS 494, 495 — Continue along the wall until you get to the opening, then run up and enter the building on your right. Don't worry about the one on your left — there's just a sleeping guard in there!

494

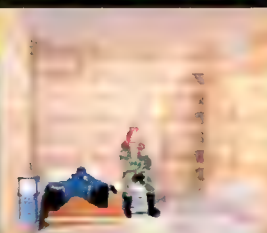


495



SHOTS 496, 497 — Once inside, you'll come across two slackers, taking a little siesta. The guard will drop his gun after he gets blasted, and then you can take out the somewhat startled machine gun guard.

496



497



498



499



SHOTS 498, 499 — Exit the building, to the left and head straight out of there, and make your way toward those crates in the distance. Behind them is an opening that our man Glutter made for us. How thoughtful.

SHOTS 500, 501, 502 — You'll see some steps that will get you up and over the river, and once on the other side, there will be some more crates that lead to the top of a building. Go climb a rock, I mean crate.

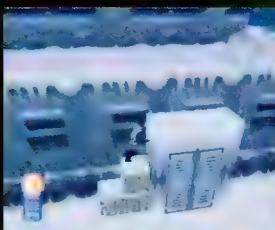
500



501



502

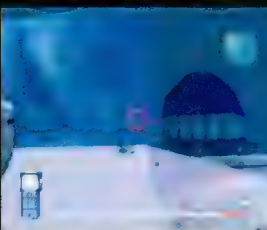


SHOTS 503 504 — As soon as you get to the top, you'll need to take out a guard, and then around the corner, a ninja dude.

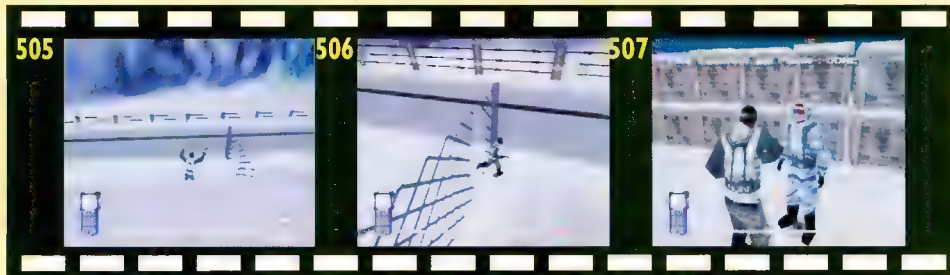
503



504



SHOTS 505,506,507 — Drop down on the other side of the roof, and go through another hole in the fence — get me maintenance on the line! Follow that green dot on your scanner (that's Clutter), and give him the goods.



SHOTS 508,509,510 —OK, turn around and go back the way you came. "Over the river and through the woods" to Mr. Accountant's office we go. And, be sure to take out the big, bad guard along the way.



SHOTS 511,512,513 — Keep going along the road, and stay on the road, away from that building with the security camera on it!, up through the gate ahead and into the power plant. Take out a machine gun guard and then head to the electrical box.

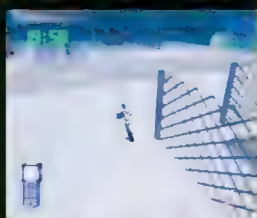


SHOTS 514,515,516 — Now open up the cabinet and put the plastic explosives inside. Back up a few feet and take a shot at it, and watch the lights go down on Broadway.



SSHOT 517,518,519,520 — Now turn to the right and go into the transformer area of the power plant. As the screen says, this is a good place for some explosives. Drop the goods and get out.

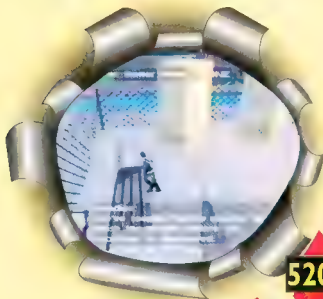
517



518



519



520

SHOTS 521,522 — As you exit the area, there will be two machine gun toting ninja guards to do away with!

521



522



SHOTS 523,524,525 — Go back through the big gate, and head to the building on your right (the one with the security camera that USED to work, ha ha). Waltz on in and give a big American welcome to Petrovich the accountant!

523



524



525



SHOTS 526,527,528 — And how about one last presto-change-o? Call me Petro.

526



527



528

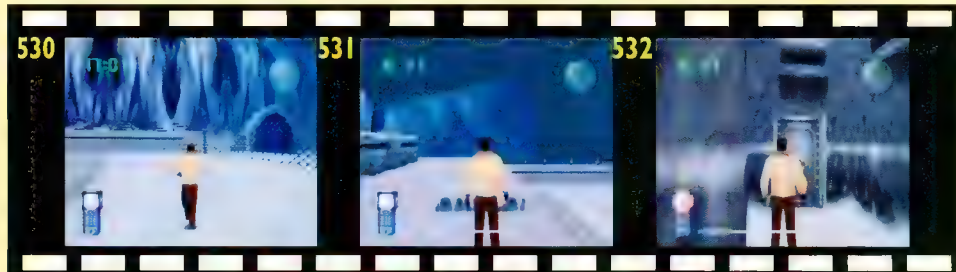




SHOT 529 — Oh, and don't forget to snag the accountant's ID card on the desk — you shouldn't leave home without it.



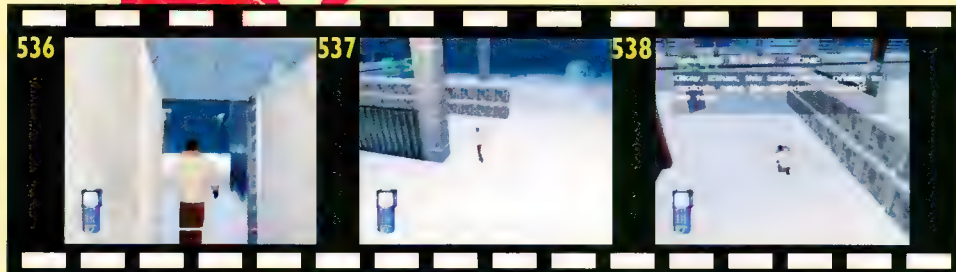
SHOTS 530,531,532 — Leave the room and take a right. Yup, it's time to go back over the river. This time, when you get on the roof, simply drop down in the middle (the little notched opening) and you'll be face-to-face with a door!



SHOTS 533,534,535 — Enter into the chamber, salute a couple of guards, and then use the ID card to get into the vault. Grab the briefcase!



SHOTS 536,537,538 — Leave the building and head toward Clutter, so he can sabotage the briefcase. He'll be the green dot, just outside and to the left of the building.



SHOTS 539,540 — Head to the left, past the helicopter, and up to the big building on the right. If you're a little slow, a machine gun guard will come up to you, asking you to follow him in — so don't punch or shoot anybody!

539



540



541



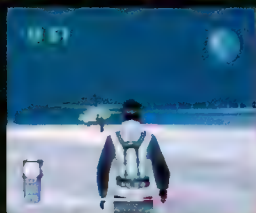
542



SHOTS 541,542 — Once inside, you'll get to meet and greet Mr. Deal — this guy doesn't know that he's about to become a blast from the past!

SHOTS 543,544,545 — Just for fun, you can go outside and watch the explosion. Hey — this is something you just don't see everyday!

543



544

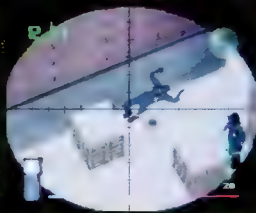


545

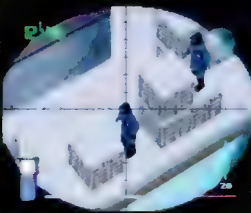


SHOTS 546,547,548 — Now go back inside, and Clutter will join you. Before you head down the steps and out to the gunboat, you might want to select the sniper rifle (20 shots) and pick off the four guards that are protecting the boat. This is rather easy, as they don't shoot back!

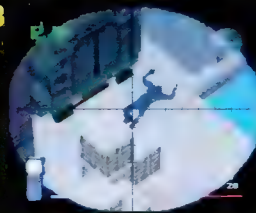
546



547



548



549



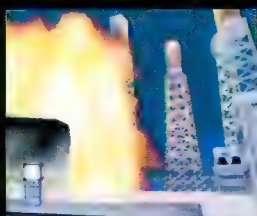
550



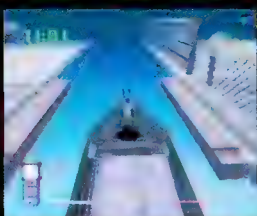
SHOTS 549,550 — Now go back in and get Clutter. If he just stands there, give him a quick punch, and that will get him moving toward the boat — you don't want to get on it without him!

SHOTS 551,552,553 — As you sail down the river, you'll get to see the power plant (remember that?) blow up into shreds, and then you can sail away gently through the calm evening winds...

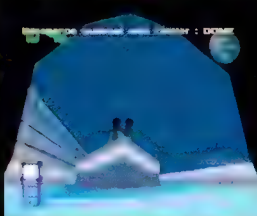
551



552



553



LEVEL 20 - Gunboat

This is it, kiddies, time is just about up! You'll be treated to a shootin' fest as your last level, where, if you see it, shoot it! It's kind of a nice relaxing assignment for you, kind of a vacation, to thank you for all your hard work (but you still have to beat it if you want to see the ending).





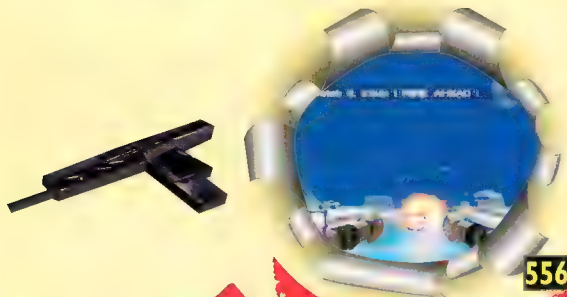
SHOT 554 — NOT!
Now you've got to
blow everything up!
Sail down the river
and shoot the crud
out of everything!

554



SHOT 555 — These
little sand bagged
barricades can
cause serious dam-
age to your boat, so
make sure you get
a jump on them
right away.

555



SHOT 556 — Those
little black floaty
things, mines, can
also be a real pain
in the starboard
side. A few quick
blasts will take care of them.

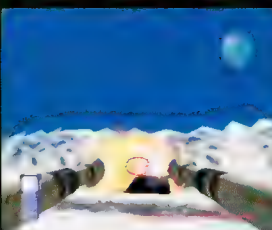
556



557



558

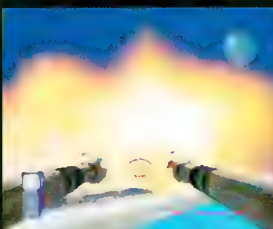


SHOTS 557,558 — These gun
turrets on stilts will do some
pretty good damage to you,
and will take a bit of pounding
from you, so make sure you
keep on target and don't stop
firing until it blows!

559



560

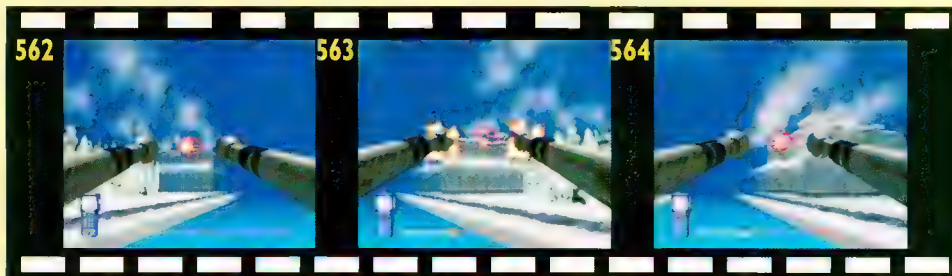


SHOTS 559,560 — These well-
protected bunkers also take
quite a pounding, but they
explode real nice!



SHOT 561—These tug boats get in your way and they lay mines at the same time. Get them out of your way as soon as possible, so you can get on to bigger and better things.

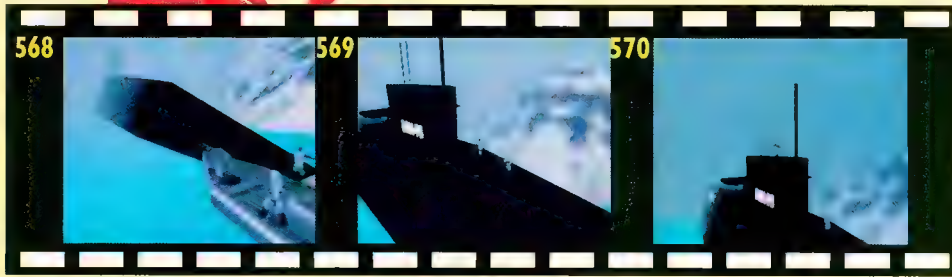
SHOTS 562,563,564 — Once you've blown up everything on the ground, you'll sail by the gas factory. Here you can pick off the gun turrets at the top (three on each side).



SHOTS 565,566,567 — When the walls come a 'tumblin' down, you get to blow away the four large smoke stack looking things. Cool.



SHOTS 568,569,570,571 — Now it's semi-official — you've beat Mission: Impossible. Climb into the submarine and get congratulated, I guess.







OPERATION ICE HIT

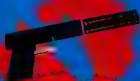


DIFFICULTY

IMPOSSIBLE

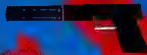
YOUR MISSION IF YOU CHOOSE TO ACCEPT IT.

We have designed the "Impossible" section of the guide to highlight what's new and different, when compared to playing the game on the "Possible" setting. These changes can be seen in the yellow highlighted text, and also by the red stars that are under each screen shot number. Some steps have been condensed, figuring that you've already played through the game on the easier setting, and are now familiar with the layout of each level.



LEVEL 1 - Lundkwist Base

As you can see by the yellow text on the next page, there's some new stuff to do in this first level. Besides another objective to handle, you'll notice that the guards are a little quicker, and take an extra shot or two before they will go down.



SHOTS 572, 573, 574 — Or same as before — say the below, and then make your way down to the stand on the left. Shoot Gomer and take on his face.

572



573



574



575



576



SHOTS 575,576 — The envelope is now on the desk, go get it. Take a left out of the shack and head down through the gate and into the electrical area.

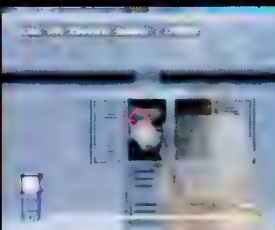
577



578



579



SHOTS 577,578,579 — Here's the additional objective — stop before you get to the electrical cabinet and wait for the guard to make his rounds. When he goes between the two buildings, fire three shots into each side of the box! And then quickly put the gun away! If that guard sees you shooting out the panels, then he'll start shooting at you, and soon no one will like you!

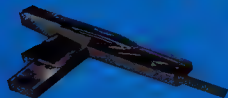
580



581



SHOTS 580,581 — Now, go back out to the road, take a left, and give Boris the note from your mommy. Hop in the back and watch as you and Clunker make it to the Subpoen.



LEVEL 2 - Subpen

There are no changes at the Subpen, so you can just blast your way through easily. Of course, the fewer bullets you use, the better off you will be for the next levels.



SHOTS 582,583,584 — The second mission plays just like it did in "Possible." Get the bombs, shoot a couple of guards, and give one of the bombs to Clutter.

582



583



584



585



586



587



SHOTS 585,586,587 — Make your way over to the boat, shoot a guard, and place the bomb on the boat.

588



589



SHOTS 588,589 — Now head back over to the rendezvous point with Dowey, and then watch as the boats explode. Yee, that's the way to do it!





RECOVER NOC LIST



DIFFICULTY

IMPOSSIBLE

YOUR MISSION IF YOU CHOOSE TO ACCEPT IT.

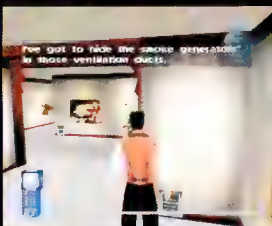
There are still seven different levels in the second mission, Recover the NOC List, but you will find that there are many new facets to the levels. Also, keep in mind that you won't have as much ammo as you did before, and that the guards don't cough up as much ammo as they used to, so shoot wisely!

LEVEL 3 - Embassy Function

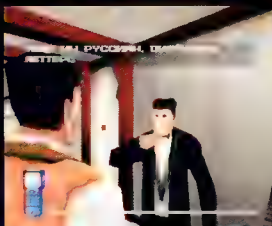
Just like in the easier difficulty setting, things start to get a bit more tense in level 3; the Embassy Function. You'll need to react more quickly, and the margin for error becomes smaller.

SHOTS 590,591,592 — You know what to do here — put the smoke generators in the vents, talk to some folks (and don't forget the piano player), and then get the drinks from your pal Dieter behind the bar.

590



591



592





593

SHOT 593 — What's the deal with this chick? She still won't give you the time of day?



594



595



596



SHOTS 594, 595, 596 — Now head back to the restroom, so you can eliminate her. Want to make sure the guard is gone. Now, it gets different here — Get your dart gun out, and walk back to the first stall, giving her plenty of room to enter. Fire a shot when she's completely in the restroom, and away from the door!

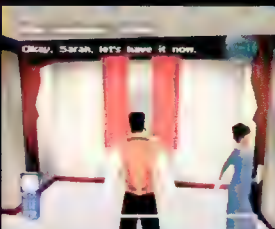
597



598



599



SHOTS 597, 598, 599 — Put the dart gun back in your pocket and get me Sarah to get the facemaker. Make sure the guard is not around.



SHOT 600 — Now go get the musical score near the brown chair.

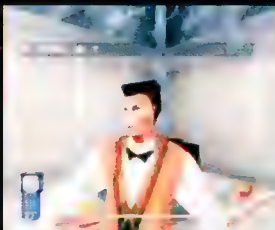


600

601

602

603



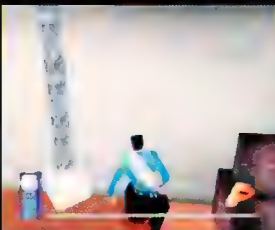
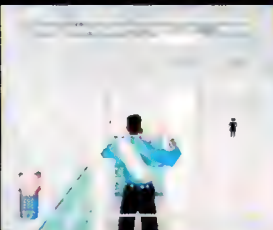
SHOTS 601,602,603 — Give the music to the piano man, give the drink to the Ambassador's aide, and then hurry to the restroom. He doesn't stay sick as long as he did in the easier variety, so you'll have to hustle it up.

SHOTS 604,605,606 — Take on his ID, make on back to the the last air dust and put the smoke generator in there, and then head over to the elevator.

604

605

606

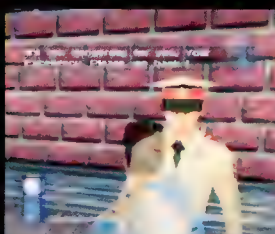


LEVEL 4 - Embassy Warehouse

Ah, after having played through Mission: Impossible a gajillion times, level 4 is still one of my favorites! They've done a good job at making the level confusing enough to get lost in, even after playing it a bunch of times. Fortunately, you've got the guide and won't have to spend the countless hours trying to find the chemical suit!



607



608



609



★ SHOTS 607,608,609 — Just like before, take out the first guard, and grab his gun. The health boxes are in the same place, so if you want them, go get them, otherwise I'll lead you straight to the chemical suit (which is in a new location). When taking out the middle boxes, you'll notice that they now require 4-8 shots before they blow up, so ammo will be important — pick it up whenever you can. So, after you pass the boxes in the middle, turn to the right and shoot the top box.

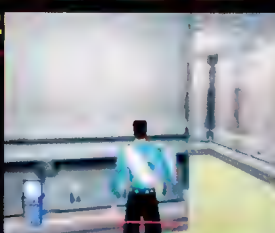
610



611



612

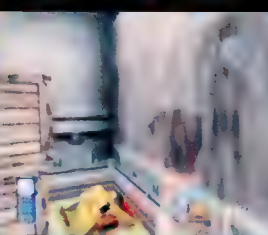


★ SHOTS 610,611,612 — Jump over the bottom box and head to the end of the hall. Turn to the left and shoot the top right box and then jump over the boxes and shoot the guy on your left — get the ammo! Next, shoot the right box on the floor & jump across the goo. Run down the hall, passing the "strange crate" on your way to the health box on the wall.

613



614



SHOTS 613,614 — After taking the health, turn around the corner and shoot the top right box. Then shoot the top box behind it, and the box below that — there's the suit!

615



616

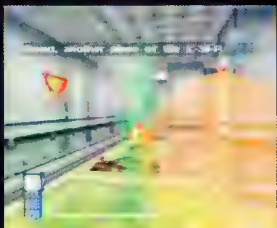


617

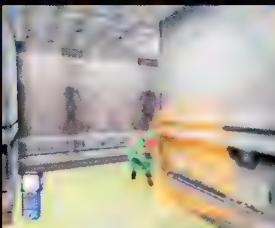


SHOTS 615,616,617 — Go back and shoot out the "strange crate," as if you didn't know, and then turn to the right and shoot out the top left box. Zoom in and then put a hole in the helmet head.

618



619

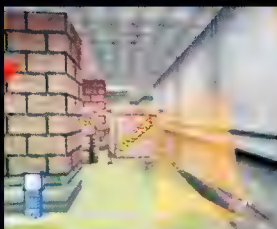


620



SHOTS 618,619,620 — Jump over the crate and get the ammo, and then take a few steps to the left, and shoot out the other K-30-P crate, across the pool of acid. If you need more ammo, jump across the acid and shoot the guard down to the right of you, then.

621



622

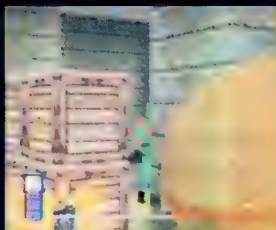


623

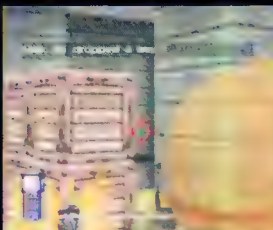


SHOTS 621,622,623 — blow up the big box in front of you, run down and take a right, and shoot that big box. Continue down the hall and shoot the long box to your left, on the other side of the acid. Then, zoom in and shoot out the third K-30-P crate.

624

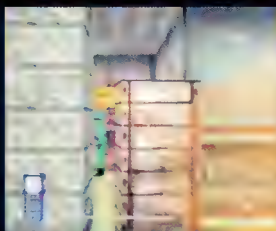


625



SHOTS 624,625 — Now go toward that K-30-P (jump the acid). When you turn to face the piece, you'll see a guard back behind the crates on the right. If you zoom in, you can take him out. He'll drop the exit key, so go get it and then head back to where you were standing when you opened the box with the K-30-P in it.

626



627



628



SHOTS 626,627,628 — Now take out the last box to the left of you, and then the guard standing in the hallway. He'll drop some ammo, so be sure to pick it up.

629



630



631



SHOTS 629,630,631 — Now head to the left, take out one of the top boxes, jump over, and then take out one of the lower boxes and jump over the pool of acid. Run down the hall, take a right, and then get ready to shoot the guard and pick up his ammo.

632



633

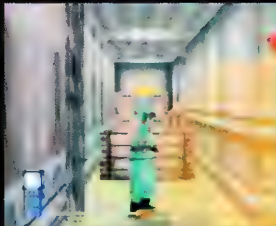


SHOTS 632,633 — Slow: take out the tall crate, and then zoom in to get the fourth K-30-P box.

634

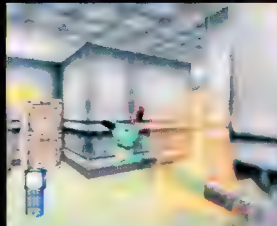


635

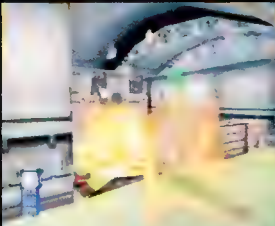


SHOTS 634,635 — Go to the end, shoot out the big crate that's blocking your path, and get ready for another guard (who is kind enough to drop MORE ammo). You're almost home.

636



637

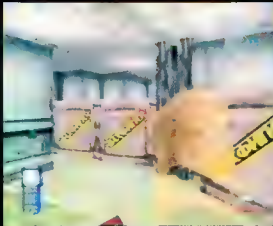


638

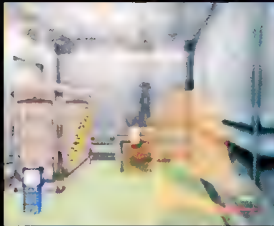


SHOTS 636,637,638 — Shoot the long box and jump over the acid, then shoot the guard, pick up the ammo, wait for the corner, shoot the guard, and then shoot the long box (which is the first of four boxes lined up along a pool of acid). Shoot the second to the left big box, and then jump over the acid and turn to the left.

639



640



SHOTS 639,640 — Show: one of the boxes in front of you, go down and turn the corner, and voila — there's the last K-30-P convenient — located next to the exit.

LEVEL 5 - K.G.B. HQ

As you may have assumed, the guards at the K.G.B. HQ are much more "alert" than they used to be! There are more of them, and a few new wrinkles have been thrown in to boot, so you'll find that we, too, have created some new strategies.



641



642



SHOTS 641,642 — The first thing to do is to put the gun away! Next, run all the way down to the left and talk to Barnes

★ **SHOTS 643,644** — Next, exit and turn left, then go into the communications room on the right. Straight ahead is a beeper — pick it up.

643



644



645



646



647



SHOTS 645,646,647 — Leave the room, and exit to the right. The guard at the storage closet won't let you in, that's why you had to get the beeper. Place it on the other side of the closet (you'll get a cue from the computer), and then run to the wall across from the closet, and watch the guard go to the beeper. You've got to get into the closet, grab the facemaker, and get out before the guard comes back to his post — so be quick. Oh yeah — don't let him see you place the beeper!

648



649



650



SHOTS 648,649,650 — Run down the hall, and take a right to get into the prison cell (where Cadenas is being held). Turn the video freezer off the table, but don't let the big guy see you, or he'll sound the alarm.

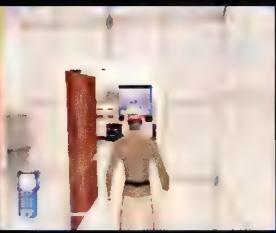
651



652



653



SHOTS 651,652,653 — Leave the room, take a left, and go through the double doors and change into the head security dude. Press the buttons on the magic walls and go into the video room. Don't forget to grab the dart gun from the desk though.

SHOTS 654,655,656 — Go to the back of the room (where you put the video freezer), turn around and see the right first. Quickly dispose of the other dude, then put the freezer in place. To the left is the exit card.

654



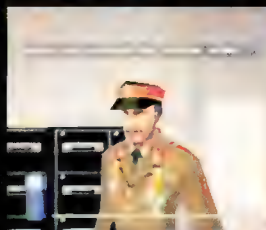
655



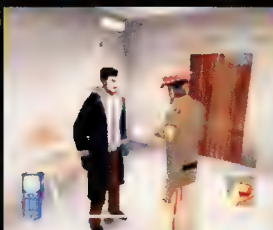
656



657



658



659



SHOTS 657,658,659 — Go to the communications room and get the transfer orders. Then go to the elevator and head to the elevator (from the holding cell, it's two right turns).

LEVEL b - Security Hallway

For a rather short level, the Security Hallway can be a pain in the neck if you try to rush through it, especially now that there are exploding (and thus, fatal) tiles on the Impossible setting. Watch your step, and use the handy-dandy screen shots for reference.

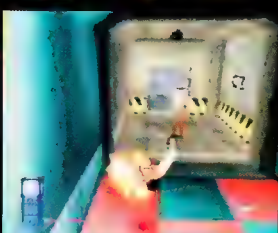


★ **SHOTS 660,661 —** A note to the wise — when you touch the hot spots on the floors, you will now be severely damaged! The blue sapper thing will take about 40% of your health, and some of the tiles have mines under them, so you'll explode on contact for a fiery death! So, just don't touch 'em, ok?

660



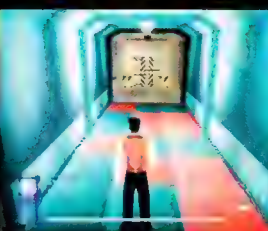
661



662



663

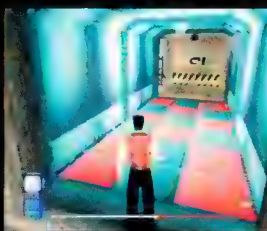


664



★ **SHOTS 662,663,664 —** Here's the first three hallways — be sure to talk to Candice before you start jumping across anything! And remember to shoot the guards (the guy on C2 comes from behind). These floors stay red a little longer than the last two, but you may still need to look at the shots for tile reference (if you're the cautious type).

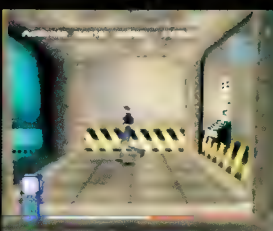
665



666



667



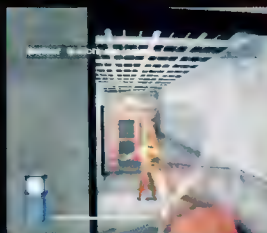
★ **SHOTS 665,666,667 —** The next two floors don't stay illuminated very long, so you'll want these shots to help you through (after all, that's why we're here, right?). Press the switch at the end and wait for Candice. Sheesh, we're always WAITING for Candice.

LEVEL 7 - Sewage Control

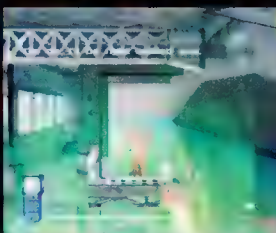
Not much new here...in fact, nothing is different. Of course, you still don't want to go racing off without Candice, as she'll probably end up getting caught, and that would ruin your day (and hers).



668



669



670



SHOTS 668, 669, 670 — As soon as the first door opens, shoot the guard. Go through the doorway. And take a left. Follow the path until you have to wait for the platform. In the meantime, zoom in and take out the guard. Use the platform to get across and hit the switch. Turn around and take out the guard that's about to capture Candice.

671



672



673

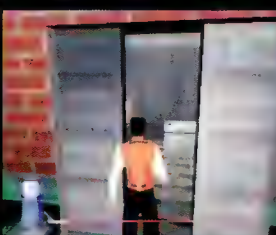


SHOTS 671, 672, 673 — Get back on the platform and get off in the middle. There's a guard to shoot on your right. Run down that hallway and take a left. Shoot guard. Open the door, shoot the guard in the room, and press the button.

674



675

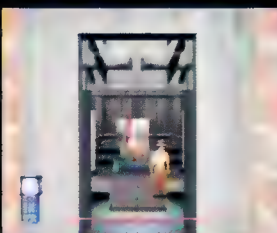


SHOTS 674,675 — Turn around and run to the end of the hallway. Get ready to shoot the guard on your right. Next, turn around and get ammo out of the crate, then turn back around and head down the hall. Open the door, and shoot the guard on the left.

676

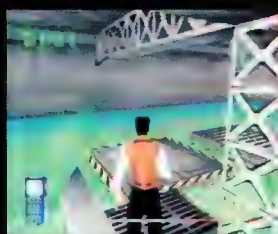


677



SHOTS 676,677 — Get ammo off of desk, and then hit the switch over in the right hand corner. You now have two minutes to get out.

678



679

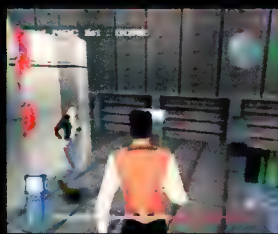


680

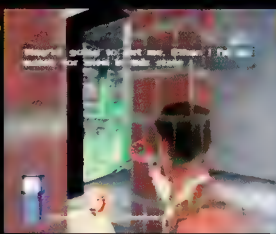


SHOTS 678,679,680 — Head back down the hallway and take two lefts. Be sure and keep Candice close, otherwise a guard will grab her. Jump the platform and head down to the hallway take a left, and then shoot the two guards protecting the super computer.

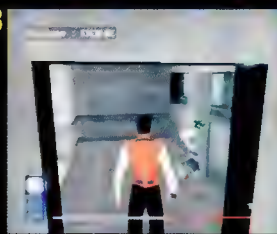
681



682



683



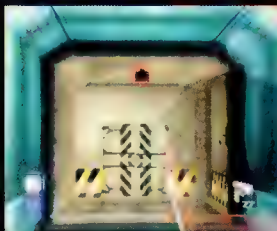
SHOTS 681,682,683 — Quickly turn to the left and shoot the guard before he gets Candice — these last couple of guys react quicker now than they did in the "Possible" difficulty. Run across the acid pool and get the goods, and then be sure to wipe out the last guard as you follow Candice back to the safe point.

LEVEL 8 - Escape

This is another one of my favorite levels — probably because it's one of the harder ones to get through. Along with the couple of changes to level 8, you will find that the guards are much more intent on causing you harm. And, again, try not to lose Candice, as it'll be a pain trying to break her out of the cell on your way out the door.



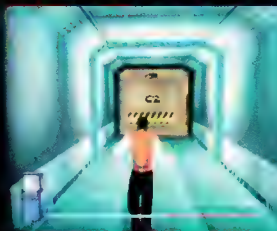
684



685



686

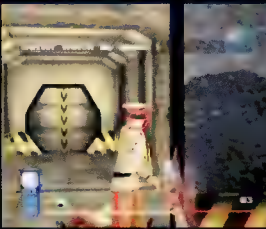


SHOTS 684, 685, 686 — Run down as before. Shoot the gas things and don't stop moving, or Candice will get it.

687



688



SHOTS 687, 688 — Grab the mask, and then take out the four guards. You'll need to do it quick, preferably one shot each.

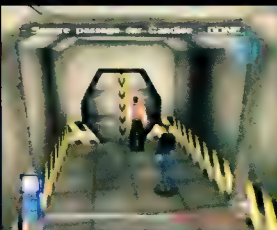
689



690



691



★ **SHOTS 689,690,691** — Pick up the ammo that's on the floor, and take a right down to Candice. This time, however, you'll need to shoot the guard that comes running out. Line up facing the corridor on the right, and as he goes by, fire 3-4 shots into the back of his noggin'. Run down to pick up the NOC list that he drops, then go back and get Candice. Note — If you miss the guard, it'll be game over, 'cause you can't chase him down like you did in "Possible".



★ **SHOT 692** — Yup, there's a new objective that's been added to the list, and the old ones? Boy, are they a lot more difficult!

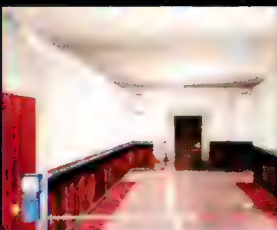


692

693

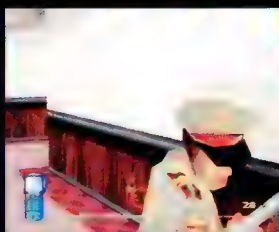


694



★ **SHOTS 693,694** — Things become extremely difficult from this point on, and because of the semi-random nature of the guard movement, I'll give you the best route possible, but actually completing the mission will require a little luck (on the part of the guards being out of position). Anyway, as soon as you can, run to the elevator, take a right, and stop before you get to the intersection. Zoom in and shoot the camera!

695



696



697



★ **SHOTS 695,696,697** — Now take a right, shoot the guard, and get into the prisoner holding room quickly. Run to the back of the room, and turn toward the door in the event a guard will follow Candice inside. Shoot out the two cameras that are in this room.

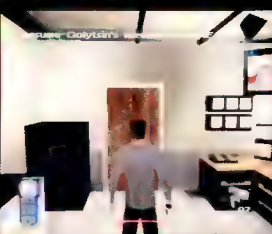
698



699



700



SHOTS 698,699,700 — Quickly run out of the room, and go to the left, to the double doors. Open up the secret room and grab the video freezer. Now's a good time to change into Golystine, and switch your weapon to the dart gun.

701



702



SHOTS 701,702 — Now, run out the double doors, taking a left and then a right. You'll want to get into the communications room (door's on the right) quickly. Take out the guard, and get ready for anybody coming in the door. Once it's safe, grab the key that the guard dropped.

703



704



705



SHOTS 703,704,705 — When you leave the communications room, you'll want to go left, left, left. Basically, you're making a square to the exit. This will (hopefully) leave fewer guards to shoot you, but will also give you some space to room in and hit that last camera (to the left of the exit).

SHOTS 706,707 — As soon as you hit it, switch to the key, and run to the door and press "A." Again, because of the randomness and the speed required, this may take quite a few tries — it certainly did for me! Note: If the guards capture Candice sometime during your escapades, simply stop to pick her up on way to the exit (the door for that room will be on the right side, after the second left). You'll need to shoot the guard that's in the room.

706



707



LEVEL 9 - Fire Alarm

Things couldn't be any more of the same if they had to! Yup, this level is short and sweet, and with the exception of Jack, you don't even get to talk to anybody. Oh, well, there will be plenty of time for talking at the end of the game!



SHOTS 708, 709, 710 — This mission plays just like its little brother, except that the guards are a bit more enthusiastic. Otherwise, start off by getting Candice safely to the elevator and keeping her clear of the two guards along the way. Or, she doesn't appreciate it if you accidentally smack her.

708



709



710



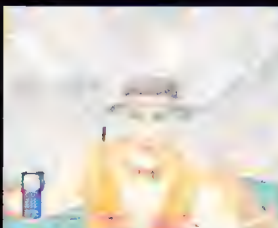
711



712



713



SHOTS 711, 712, 713 — Next, you drive the stairs, and then, you can't shoot at a door guard, and then you can't shoot in the restroom to get the clothes.

SHOTS 714, 715, 716 — Now we make it look up. MA makes sure the Detective can't see anything either. He isn't the guard is NOT looking

714



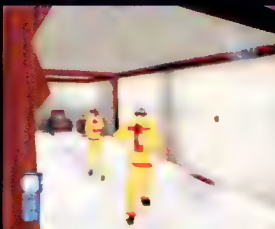
715



716



717



718



SHOTS 717, 718 — Now that everybody's dressed for the party, let's get out of here!





ESCAPE FROM CIA



DIFFICULTY

IMPOSSIBLE

YOUR MISSION IF YOU CHOOSE TO ACCEPT IT.

Although there are only four levels in this third mission, they all become much more difficult, and require more precision than before. As always, you'll find that ammo is tight, so be sure not to skip over any of the extra darts that are laying around.



LEVEL 10 - Interrogation Room

There's nothing new in level number ten, either, except that when you get caught on camera, TWO guards will come after you (instead of one). You should be able to blow through this part rather quickly.



SHOTS 719, 720, 721 - Same as start here. Use the gun to get out of the room, check your own objectives, and then go punch the first security guard. You'll need to save your darts!

719



720



721



722



723



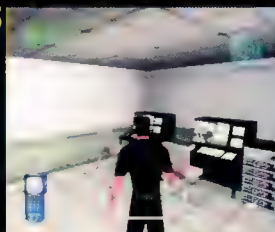
SHOTS 722,723 — Head down to the guard by the spray paint, and punch him out, too. Then quickly take out your dart gun and take care of the two gray guards.

SHOTS 724,725 — Next, run down the hall, shoot the single guard, then around the corner to get the two guards standing next to each other, and don't forget to get a fingerprint! Now enter the room on the right. This will help you avoid the two gray guards for awhile.

724



725



SHOTS 726,727,728 — when you head back down the hallway, be sure to pick up the stunner that the single guard had dropped. Now, before you press the first button for the rotating wall thing, get in position to take out the two gray guards that will be rounding the corner. **any second now. Now you're clear to make it to the front desk, after the next button on the wall thingy.**

726



727



728



SHOTS 729,730,731 — Depending on the randomness of this next guard, he may be around the corner before you shoot the guy at the front desk, or he'll be down the hall as you chase the Sargent. Either way, get rid of him! Again, follow Sargent Carter down the hall, let him open the door, get to the left, and then turn around and blast him.

729



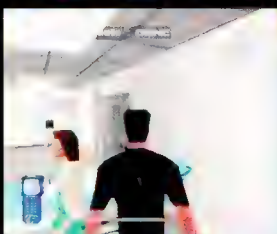
730



731



732



733



734



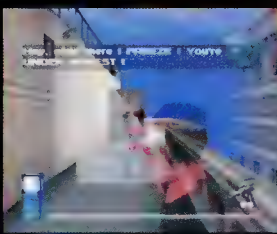
SHOTS 732, 733, 734 — Remember to put your gun away before you get the antidote from the nurse. Otherwise you'll kill the guards (could there possibly be ANY left?). For a fun change of pace, to create a distraction this time around, try pushing the button of the guy on the table there, and watch him get crushed into the ceiling. Cool. Now walk out the back window and head on up to the rooftop.

LEVEL 11 - CIA Rooftop

Ok, if you thought level 10 was exactly the same, then you'll believe that level 11 is completely different! Yes, the programmers decided to make you work a bit harder for the bag of goodies, and the guards seem to be everywhere.



735



736



737



SHOTS 735, 736, 737 — This gig will change quite a bit, although it starts out the same. Shoot the guard, get his security clearance card, hop up the first set of crates, turn off the electric floor, then "sabotage" the lights.

738



739

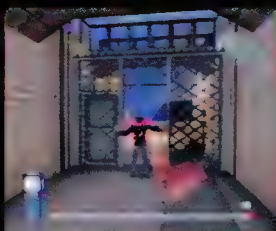


740



★ SHOTS 738,739,740 — The guards don't stay down as long as they used to, so instead of going down the crates you climbed up, instead, run around the corner and jump over the wall. This will take a little health from you, but nothing major. Go in the room there and get the dart ammo.

741



742



743



★ SHOTS 741,742,743 — Take a left, shoot the guard standing in the doorway, run down and take a left, shoot the guard coming toward you, and then enter another room for some more ammo.

744



745



746

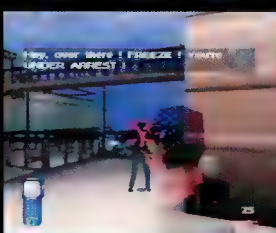


★ SHOTS 744,745,746 — Exit the office and go through the door to the right. As the door slides open, be sure to see if the guard will be coming to you. If so, be quick on the draw, McGraw! Go down past the next office and up the crates. What? No bag? Where did they put it??

★ SHOTS 747, 748 —

Continue to the left, and as you make the second right, there will be a guard just around the corner, so don't go running into him! On this level, if you get too close, you won't even be allowed to fire a shot — they'll capture you before you can do a thing! So, please don't stand so close to the Police. Oh yeah, go into the elevator and get to the next rooftop.

747



748



749



750

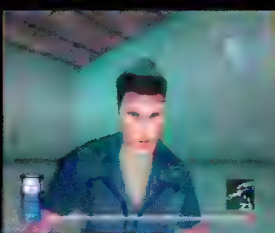


751



★ SHOTS 749, 750, 751 — As you make your way across, take the outside path instead of the inner one. The guard that stands next to the office can stop you, even though he's on the other side of the fence! Anyway, before you get to him, there's another guard in your way. After they're both disposed of, you can get the bag that Candice put in the shack. Phew.

752



753

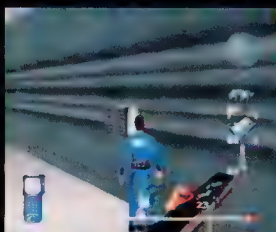


754



★ SHOTS 752, 753, 754 — change into the service dude, put away your gun, then head on out to the catwalk, and let the nice guard on the other side open the door for you. Now you can go down the steps on the left and turn the lights back on.

755



756



757



SHOTS 755, 756, 757 — Go back up the stairs, and put the EMS into the box behind the helicopter. Now, you'll need to take out the nice guard that let you in (the one at the door), but you can't let the other guard see you take him out, so wait until he starts walking back toward the chopper. Grab the card that he drops, and then run down the steps on the right (both flights) and stop to watch the guard on the other side of the fence. You'll need to time it so you can shoot him, and either have the guard that's near you dazed, or up at the top of the stairs so he can't see. It's a little tricky, but you can do it!

758

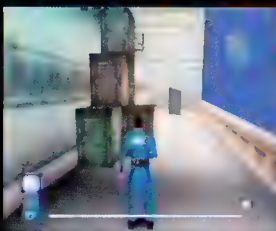


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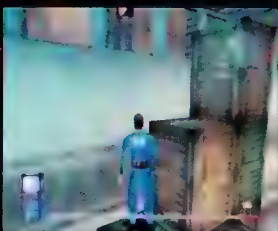


SHOTS 758, 759 — Now that the coast is clear, go through the door and to the right to pick up the digitcard that the guard dropped. Head through the door in front of you, and make your way around, shooting the one security guard that you come across.

760



761



762



SHOTS 760, 761, 762 — Continue down the path until you get to the crates. Jump up to the first crate, and then stop to locate the guard. If you go to the next crate, he'll catch you, so stay on the first one and you can pick him off from there.

763



764

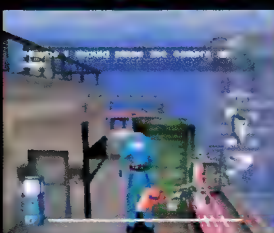


765



★ **SHOTS 763, 764, 765** — Next, hop up and put on the infrared glasses and install the deflector. When you get on the rooftop, turn left and get ready to shoot that guard again — he may not stay down very long! Keep following the path, and you'll get another chance to take out another guard. Be quick, though, because he may be in your face when you open that door!

766



767



768



★ **SHOTS 766, 767, 768** — Head around to the crates, and jump up to install the recorder. Go around the shack, hang out awhile, and then go get the code from the device. Take the elevator up to the top, head to the right, shoot the guard, and enter the room to meet Candice.

LEVEL 12 - Terminal Room

In the Terminal Room, the red lasers will cease more damage to your health meter, and at the bottom, there will now be two yellow lasers to avoid. The catch? The second yellow laser is stationary, so you'll have to swing Ethan around and drop him down without touching either of the yellow lasers! Ouch.

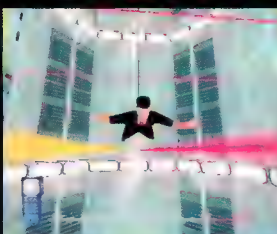


SHOTS 769,770,771 — The first few you run into the double yellow lines

769



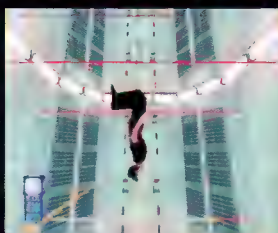
770



771



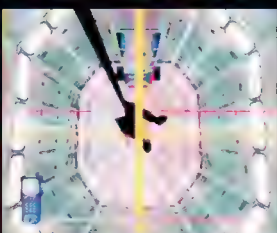
772



773



774



SHOTS 772,773,774 — Now, the best perspective that I've figured out is to be above Ethan, with Ethan facing **first**. Get him so that his nose is just a few inches above the yellow wire. Once the dude has left the room, start swinging Ethan from corner to corner, pointing diagonally with the control stick. Once he swings to the farthest extreme, hit the 'A' button and lower him down. Don't worry about taking on any damage from the red laser — if you were killed with the first few steps, you should have plenty of health.

775



776



777



SHOTS 775,776,777 — Put yourself back up so that you're eye-to-eye with the white light, and let our favorite computer dude come back into the room. This will give us more time to do the job. As soon as he leaves again, lower Ethan down to the correct height for the access card, and then begin swinging him in the same manner that you did before. Again, should you hear him come back before you've got the card in, pull yourself up to the "resting" spot and wait until he leaves. You have thirty seconds after you put the card into the door, so get over to the computer quickly! Because of the awkward controls, this part is really the most difficult task to complete!

LEVEL 13 - Rooftop Escape

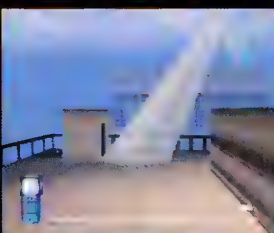
The game is played the same way here in level 12, but the chopper can now stop you if you get caught in its search light! You'll also need to react quicker to the guards, and make a couple of adjustments at the end of the level.



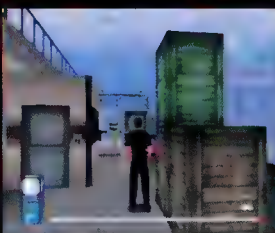
778



779



780



SHOTS 778, 779, 780 — Head toward the elevator, and was the guard. Don't hang out too long on this level, because if the helicopter search lights spot you, you'll be captured. Get out of the elevator and take an immediate left, past the crates, and through the door up ahead.

781



782



783



SHOTS 781, 782, 783 — Take a left and be prepared to take out another guard. Put your infrared glasses up, and then climb up on to the crate on your right. Jump down below and put some of that crazy gum on the pipes, to your right.

784



785



★ **SHOTS 784,785** — Facing the pipes, take a right and head all the way back around to the front entrance. Of course, the guard wouldn't leave his post to check out the blast, so you'll have to get rid of him. Quickly change weapons, and take hold of the stunner. When you open this door, you need to take a few steps back, and then fire a bunch of shots at the guard. This is one of those cases where if you stand too close, you won't have a chance!

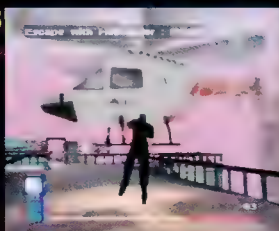
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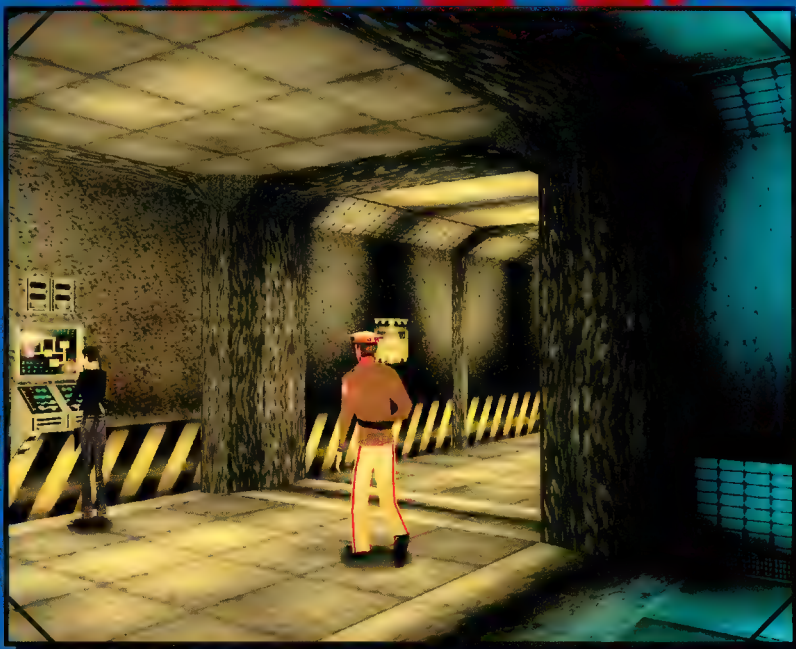
787



788



★ **SHOTS 786,787,788** — Now head up the two flights of stairs, and take out the guard at the top. Quickly run to the back box and get the EMS out of there, and throw it as far as you can! Then, simply run up to the departing chopper, and away we go.





MOLE HUNT



DIFFICULTY

IMPOSSIBLE

YOUR MISSION IF YOU CHOOSE TO ACCEPT IT:

My favorite mission is the Mole Hunt, and on the "Impossible" difficulty setting, things start to really get brutal. You'll need all of your skill and patience in order to get through it, so try to stay calm, and keep your eyes focused.

LEVEL 14 - Station

Ah, back on the train gang! Same ol' stuff here, Maynard, except the goons are tweaked a bit more. You can expect a lot of wandering around, and a few anxious moments when Ethan goes behind some boxes!

OBJECTIVES

789

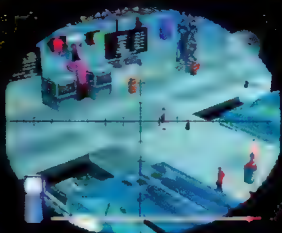


790

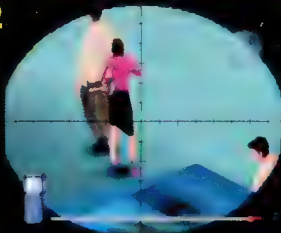


SHOTS 789,790 — Same as on "Possible" — get the first two clowns before they lead Ethan away. Then, be ready for a quick shot at one of the people nearby. There's always one of them that has a gun.

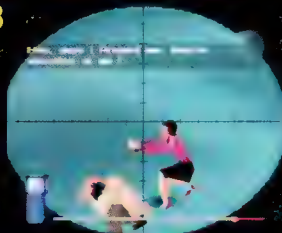
791



792



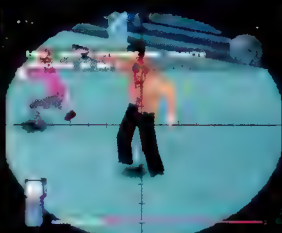
793



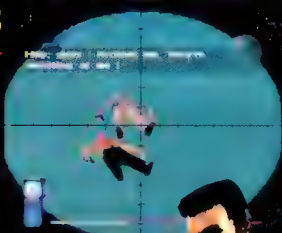
SHOTS 791, 792, 793 — The best strategy for the train station is to keep the camera wide, so that you can see the assassins coming to Ethan. Most of the time, you can see them start running from way off in the distance; then you can simply track them as they get closer to Ethan. Just don't shoot until they pull out their weapon first!

SHOTS 794, 795 — In "Impossible", you'll see a lot more double teaming — two guys shooting you at once — so don't be afraid to let 'em both rot at the same time!

794



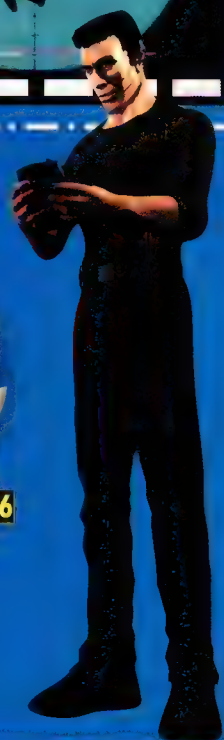
795



SHOT 796 — After about 4 minutes, Ethan will be declared safe, and you can track him back to the overnight train, where he'll be leaving to Georgia.

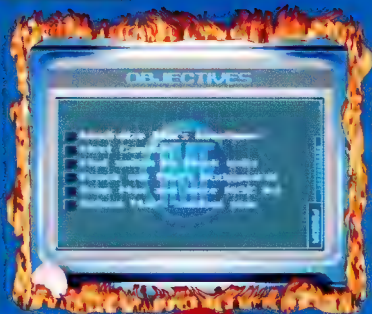


796



LEVEL 15 - Train Car

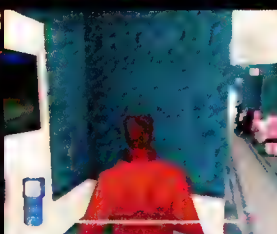
Easily my favorite level in Mission: Impossible, the Train Car requires all kinds of attributes — quick reflexes, a steady hand, a soft approach, and no seconds chances! I could play this level all day long, and as a matter of fact, I have!



797



798



799

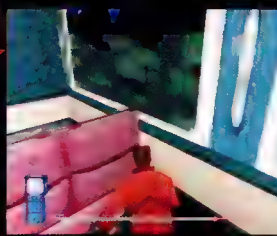


SHOTS 797, 798, 799 — You'll need every drop of health you can keep for this mission, so the strategy is going to change! First, run into the left corner. Then, slowly back up until you can see the bad guy on your right — not too far, not so he can shoot you, but just so you can see him. Then, when he ducks, you take a pop at him and then duck back into the corner. Then, back up so you can see the other two stooges. Once they roll out of the picture, jump into the hallway and get ready to let them have it!

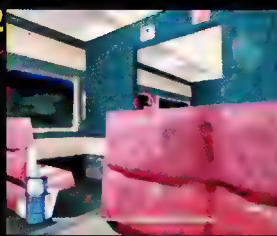
800



801



802



SHOTS 800, 801, 802 — In the second car, walk straight out and take care of the guy that rolls out, and then shoot the guy the way back. Next, you'll want to run to the back of the two chairs on your right, and duck down as soon as you can. Then rotate your gun over the top of the chair, to the left, and pick off the top of the bad guy's head that has the hostage! Cool, huh?

803



804



805



★ SHOTS 803,804,805 — Now run to the front of the same chairs, into the corner. Now back up, slowly, until you can see the guy around the corner — he won't be able to hit you! When he ducks, step out and give him a taste of the ol' 9mm. Don't forget to pick up the ammo!

806



807



808



★ SHOTS 806,807,808 — You should enter the third car with very little health gone, and plenty of bullets. Now, walk straight to the wall, and then slowly slide out so you can see the bad guys. Let the people leave the car before you start anything! Now back out and take care of the three suits, but be sure not to move forward, because there's a guy in room #1. Once the three amigos are gone, turn so that you face the room, and then when the suit is on his knees (he KNOWS what's about to happen!) run in there and waste him. Now exit car three, in close to the same health status as when you entered!

809



810



811



★ SHOTS 809,810,811 — Car four is played exactly the same way as three, except the bad guy is in room two (and he has no ammo for you). Don't forget to talk to Candice in room four and then look the exits when you're inbetween cars. If you leave the fourth car with 50% health (or more), then you're doing fine!

812



Sorry for punching your chest, but
need to breathe your face.

813



814



SHOTS 812,813,814 — Now, run down and take care of the guy in purple, and then change into him. Next, walk on down to see Max, in room four. Stand outside the room and toss the gas cannister inside. After the smoke clears, run in and get the NOC list, and then ready your gun.

815



816



817



SHOTS 815,816,817 — Next, turn the corner to the left and take out the guard. Now back slowly out so you can see the guards down the hallway. You'll want to zoom in on the guy that crouches, and take him out. You shouldn't be getting hit from this vantage point.

818



819



SHOTS 818,819 — Now step out and hit the guard in room three, and then walk down and pay a visit to our friend in room one. There, that wasn't so bad, right?

820



821



SHOTS 820,821 — It's easy pickin's at the bar car, and then, if you have enough ammo, you can take a pop at Phelps, just for fun.

822



823



824



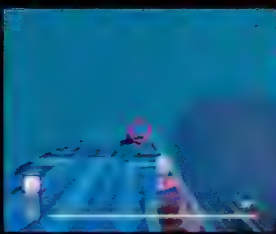
★ SHOTS 822,823,824 — Once in the baggage car, it's the same setup — there's a guy on your left, and then two guys back, behind the crates on the right. Pick up the nitrogen and blowtorch from the crates, and do your little heat & freeze trick on the safe. Put the detonator inside and safely diffuse the bomb! It's on to the train roof!

LEVEL 1b - Train Roof

If you thought the last level was tough, things won't be any easier on this level, that's for sure. You now have choppers coming at you from both sides, as well as more suits and more caddy's. Don't blink or you may become toast!



825



826



827



★ SHOTS 825,826,827 — This mission is just about "Impossible," unless you take your time. You can't "run & gun" your way through this one! Take slow steps, so that the suits pop up one at a time, giving you MUCH better odds — it's best to go one-on-one! Of course, in doing so, you won't make it to the first rocket launcher before the first helicopter comes your way (and car), so you'll have to take them out with gun shots.

828



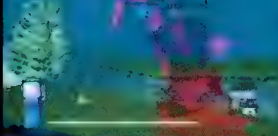
You picked up a rocket launching you.



829



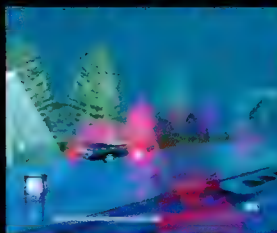
830



SHOTS 828,829,830 — When you come across the row of three suits (again, go slow, and get them one at a time), the guy in the middle is a tough nut to crack, and he'll inflict big damage on you. Simply aim at his left or right head area, and fire a good four rounds into him. When two choppers appear at once, get the one on the right side first.

SHOTS 831,832 — Don't worry about rocket ammo, as long as you hit the choppers in one or two shots, you'll have plenty to use on the cars. Make sure you aim for the middle of the car, roughly right inbetween the driver and the guy shooting you. This way you'll get rid of them both with a single shot. And, always be ready — when you've got the 9mm in hand, have the rocket launcher just the tap of a button away. This will save you from having to get it out when the choppers are already upon you!

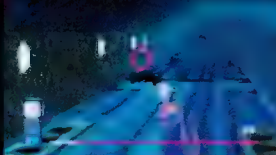
831



832



833



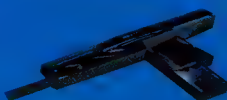
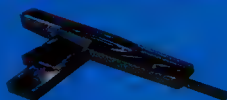
834



835



SHOTS 833,834,835 — The chopper attack plan is like so; single, double, single, single, double, double, and double. By the time you get to the last pair of helicopters, you may be just about in the tunnel. Good news! You may be out of rockets by now, but don't worry, there's some right by the two suits, just before you get to Phelps. Simply plug the chopper with two or three rockets, and you'll be home free!







ICE STORM



DIFFICULTY

IMPOSSIBLE

YOUR MISSION IF YOU CHOOSE TO ACCEPT IT.

There are many new challenges to face in Ice Storm, and the lack of ammo will really make you thankful that you have this guide with you! There's a little bit extra on every level, so be sure to keep an eye out for the yellow text!

LEVEL 17 - Subpen

Another terrific level, the Subpen (II) has a ton of new things to accomplish, and a bunch of guards that are just whacked! Making things even more difficult is the fact that there isn't much ammo to go around, so you'll really need to conserve where possible.



SHOTS 856,857,858 — **Back** and as before — shoot the guard, run around the right side, and pick up the APV up the crates in the way-back.

836



837



838



839



840



841



★ SHOTS 839,840,841 — There will be a guard to shoot before you get to the mine, along the right side, and be sure to stay clear of the search lights, as they are LETHAL! Guards come from all four corners if you get tagged by one of them! Continue along the right side, and pick up the TNT.

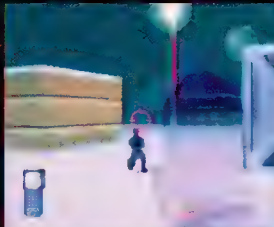


SHOTS 842,843 — If you get past the explosives without getting caught in the lights, then the RC detonator should be around the corner. If not, then it's possible that the guard running away from you has it in his possession, or it's also likely that it may already be in the guard house. If the guard running has it, and you shoot him down, then expect lots of company, in the form of many machine gun toting ninja dudes! Rather, let him take it and you can pick it up at the guard house later.

842



843



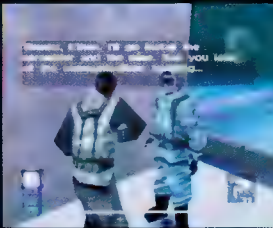
844



845



846



★ SHOTS 844,845,846 — Head back to Clutter and give him the goods. If you hear machine gun fire, it's probably coming from behind, so you'll want to turn around and ask the guy, politely, to knock it off. If you don't, he'll follow you all the way to Clutter!

847



848



849



★ SHOTS 847,848,849 — Go back up the stairs and stay to the right. Avoid the lights and take out Mr. Guard, and grab the gas injector that's behind him (near the back wall of the pump house). Enter the pump house, and duck behind the last tank. If so inclined, you could put down the explosives... just a thought. You should be able to zoom in on the ninja without him being able to shoot you. Two shots to the head should ruin his day.

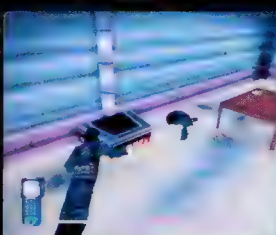
850



851



852



★ SHOTS 850,851,852 — Grab the wire cutters in the back of the room, and then exit the pump house and give Dowey the wire cutters (he's around the building to the left, in case you forgot). Now, mosey back around and go stick the gas injector into the doorway of the guard house. There will be at least two guards hanging around outside, though, so be prepared. Once the smoke clears, go inside and grab the infrared glasses off of the table (and the RC detonator, if you don't have it yet).

853



854



★ SHOTS 853,854 — Now would be a good time to use the detonator, so let 'er rip! I just love a nice camp fire, don't you?

855



856



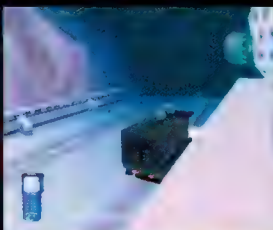
857



★ SHOTS 855,856,857 -- Make like Elvis and leave the building. There will probably be a ninja guard around somewhere, so you might as well get him before he gets you. When that nasty business (Mr. Hobbes) is out of the way, then you'll want to go meet the boys up at the top of the comm. building. It's behind the guard house, to the right, and up the crates (oh, yeah).

★ SHOTS 858,859 -- After you've taken out the two bad guys, your "friends" will leave without you, and you'll need to catch the next truck alone. Unlike in Possible, where you'd go back to the ground and shoot the two gray guards, it's best (and thus, easier) to jump on the next truck without worrying about those two. The catch is, however, that you'll need to have at least 50% health, otherwise you won't make it. This will take lots and lots of practice! Have fun.

858



859

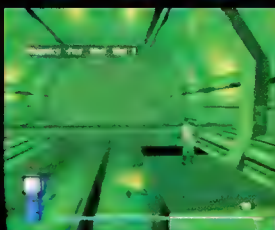


LEVEL 18 - Tunnel

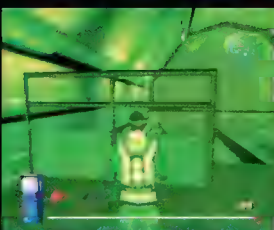
Things haven't changed much since the last time you were here, except that each platform will have a guard or two waiting for you. Oh, don't forget the extra guards behind the doors!



860



861



862



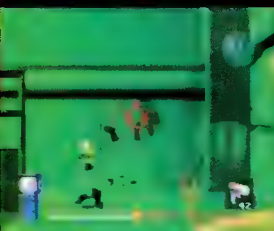
SHOTS 860,861,862 — This plays much like Possible, but there will be many more guards to shoot. For instance, the first platform has one guy guarding the explosives (on the right side of the platform) and another in the doorway. The best bet on this mission is NOT to shoot anybody, but rather to punch them. If you shoot the guy on the platform, then everybody will come running at you, and they'll be a-shootin'! It's best to use the "stealth" approach. Don't forget to put the dy-no-mite on each side of the tunnel. Pick up the ammo!

SHOTS 863,864 — Another guard on the platform, and then you'll turn around to see **THREE** guards hovering at the doorway — if you shoot the platform dude. Otherwise, they will be on the other side of the door — two of them anyway. Numero trois is on the left side.

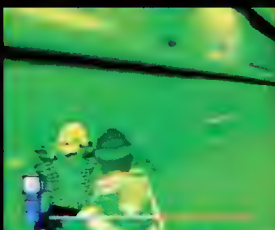
863



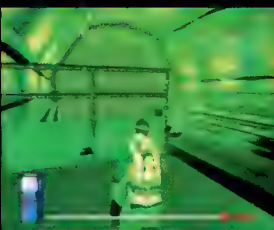
864



865



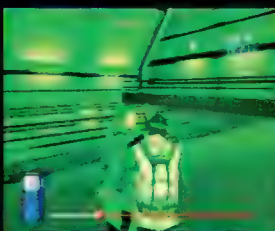
866



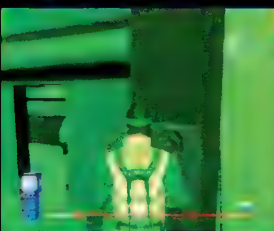
SHOTS 865,866 — The earlier you jump onto the platform, the sooner you can punch the guard, and the less likely you are to be shot. Them's words to live by! On the third platform, don't forget to get the guard across from where you stand to jump onto the next truck.

SHOTS 867,868,869 — Jump off the truck and punch out the guard. Next, run down to the end and take out the guard on the left. Put the TNT by the anchor bolts on the right. There are **FOUR** guards behind that door! Face the anchor bolts, get your gun out, and back up two paces. Shoot the door and it will open, and then quickly dispose of a machine gun greenie! You'll be able to see the arm of another guard, but nothing else. Take another couple paces back, and then riddle his exposed side with four or five shots — he's toast. Do this trick two more times, and it'll be over. Place the last TNT on the other side, and then catch the next truck out of here!

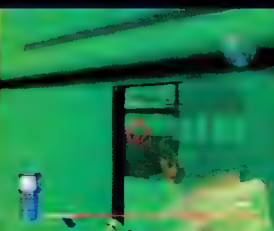
867



868

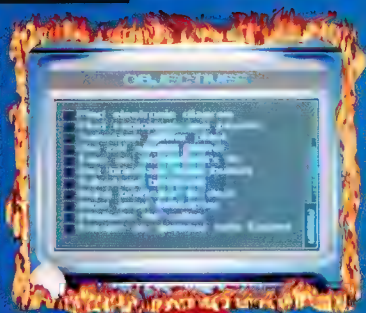


869



LEVEL 19 - Mainland

Ok, this is the last time I'll say it
— THIS is one of my favorite levels! There's
lots to do, and this time around, there's an
added sniper objective. Cool!



★ **SHOTS 870, 871** — Go
through the hole in the
fence, and get the guard that's
between the first two build-
ings, then motor on over to the
two buildings inside the little
compound on your left. Enter
the building on the right, first.

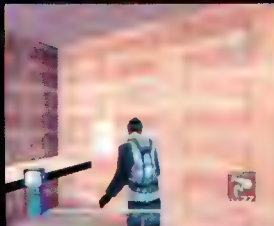
870



871



872



873

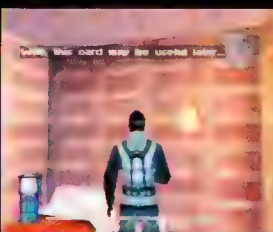


★ **SHOTS 872, 873** —
Grab the electrical
diagram off of the wall, then
take out the two slackers
(McFly!) asleep in the cor-
ner. Don't forget to grab the
gun.

874



875



876



★ SHOTS 874, 875, 876 — Go to the next shack and take care of that sleeping beauty, and then grab the card on the night stand. Who knows? As you leave, go left and try to stay out of the search lights.

877



878

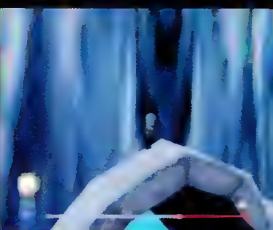


★ SHOTS 877, 878 — Of course, should you hit them, you'll have a ninja dude and a regular fry on your tail quickly. You know what to do.

879



880



881

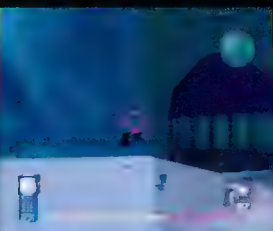


★ SHOTS 879, 880, 881 — Continue to the left, under the fence, over the street, and up the crates on the building, stopping on the electrical panel.

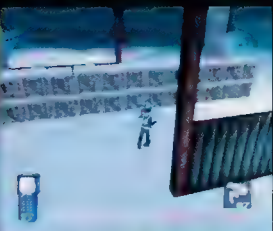
882



883



884



★ SHOTS 882,883,884 — Why? So you can zoom in and get an easy one, before you have to turn the corner and take on Mr. Ninja Guy. After he's fish food, jump down and head over to Clutter (the green dot, I almost forgot about that radar thingy).

885



886



887



★ SHOTS 885,886,887 — Go back to where you came from! Over the river (you can tell I'm going back because Ethan is facing the other direction), through the fence, and a left onto the dirt road — you don't want to run too close to the shack, remember?

888



889



★ SHOTS 888,889 — As you get closer to the power plant, you'll run into a ninja straight ahead, and then one to your left (you may have to go get him yourself, he's a bit lazy). If you want, you can pick these two fellas off in sniper, but what fun would that be?



★ **SHOT 890** — Set the TNT over where it's supposed to go...



891



892



893



★ **SHOTS 891, 892, 893** — And then walk over to the electrical box and pull out that electrical diagram you found. This will change every game, so do what it says. In this case, it says "green" for cameras, so we'll put the plastic explosives on the green side of the panel. Clever! Don't forget to shoot the plastic!

894



895



896



★ **SHOTS 894, 895, 896** — Head back to the shack, take care of Norm (he was an accountant, you know), and be sure to grab his ID card.

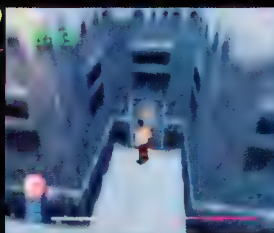
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898

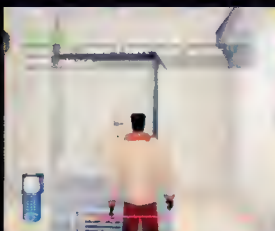


899



SHOTS 897,898,899 — Leave the shack and head right, through the fence, over the river (this is a different view), and into the big building!

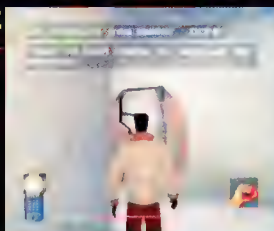
900



901

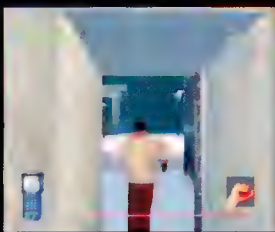


902



SHOTS 900,901,902 — Now the guard wants some kind of number from you — It's a good thing you picked up that funny looking card, back in the beginning, eh? Use the other ID card to get to the briefcase.

903



904



905



SHOTS 903,904,905 — Leave the building and head straight, and then turn left to give Cluster the briefcase, so he can do his "thing" to it.

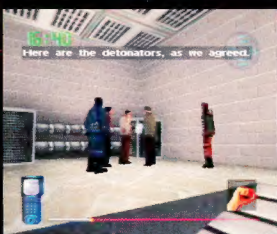
906



907



908



★ SHOTS 906,907,908 — Now head left, toward the factory, and give the suitcase to the dude, and make the big sale!

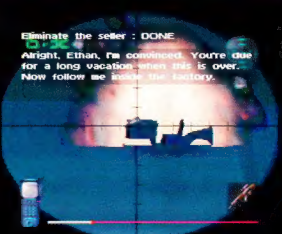


SHOTS 909,910 — After watching the helicopter explode (by the way, those guys in the Jeep don't know how drastically their day is going to change!), quickly go to sniper mode and zoom out a couple of times. You'll want to pan to the left, and look for the Jeep. Take a shot and that should keep those guys from attending any more shady meetings!

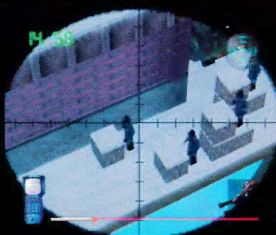
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910



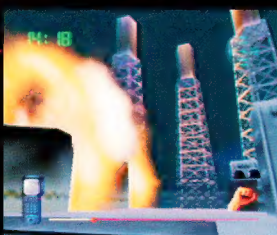
911



912



913



★ SHOTS 911,912,913 — Stay in sniper mode, and pan back to the right, and take out the four statues guarding the boat. Hop in with Clutter, go for a ride, and watch the power plant light up the night sky!

LEVEL 20 - Gunboat

This isn't exactly the Love Boat, but then again, it's probably a lot more fun! This time around, you'll need to shoot everything in sight, especially those mines!

OBJECTIVES

- Escape enemy base
- Destroy gas factory
- Destroy Radar
- Destroy main defense structures

914



915



916



SHOTS 914,915,916 — Same story here, but you want to make sure you hit all the buildings and the radar station.

917



918



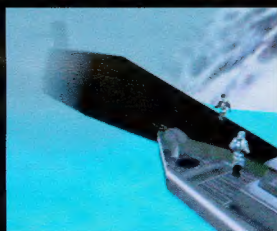
919



SHOTS 917,918,919 — These big towers, of course, are the last things to destroy, and you certainly don't want to miss any of them!

SHOTS 920 — Game over. Check out the cinemas, and thanks for dropping by.

920



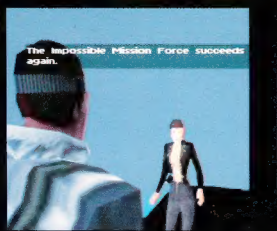
921



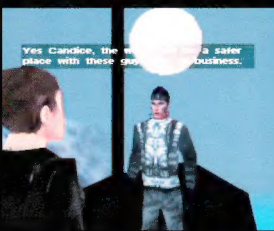
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923



924



925

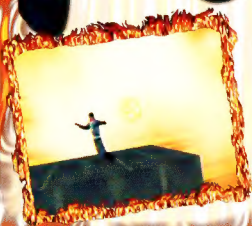
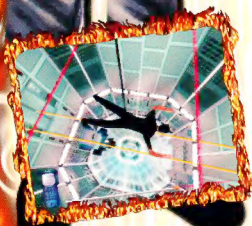


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(Not if you have the OFFICIAL DIMENSION PUBLISHING STRATEGY GUIDE)



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THE IMPOSSIBLE"**



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